Dragon™

- Modern-day adventuring
- Prize-winning module:
  The Wandering Trees

DRAGON RUMBLES

Season's greetings from the staff of Dragon Publishing, and for all you time-travelers out there, welcome to 1982. Certain milestones of the passage of time — most notably putting up a new calendar in my office in the winter, and adding one to the volume number of DRAGON™ Magazine in the summer — tend to make me reflective, and this January is no exception.

Looking back over the happenings of 1981 as they relate to games and gaming makes one forcefully aware of the growth and evolution of the hobby. New game titles are appearing on the market with ever-increasing frequency. Supplements, play aids, and accessories to existing games have become almost a market unto themselves. A recent listing in one of the trade magazines showed over 60 different companies now making books and magazines on games. For a year that also exhibited a frightfully high unemployment rate, outrageous interest rates, and an overall depressed economy, the expanding industry of hobby gaming nearly defies logic and reason (did I hear someone mention the word "fantasy?") itself.

There are real reasons for the growth of the gaming industry in the midst of a depressed economy. As an individual's spendable income "shrinks," he becomes very conscious of the value of any given purchase — measuring value in terms other than simply monetary cost. History bears this out: During the depression of the 1930's an individual's entertainment budget had one of the lowest priorities, and any money so spent had to bring the highest possible return in value. Motion pictures, spectator sports, and the like had a relatively low value; while the event may have been very enjoyable (another measure of value), when it was over, it was over. The money was gone, leaving only an intangible memory. Games, on the other hand, were not only enjoyable, but were tangible items, and could be used again and again by the purchaser and his fellow players. Enter Monopoly™ — perhaps the first "fantasy" game. Not only could it be played again and again, but the subject of the game, buying and selling real estate, really was a fantasy to the players at the time the game was first released.

But the 1930's did not spawn the vast gaming industry that exists today. Certainly the economy was much worse then, and while the marketplace for games may have existed, who could afford to start a new game company? And another factor enters into the recent expansion of gaming as a hobby and a pastime: The creation of the DUNGEONS & DRAGONS® type open-ended role-playing games. Monopoly, as good as it is, is still essentially the same game each time it is played. There are only a finite number of properties to purchase, cards to draw, and hotels to build. And after a few hours the game, by its design, must come to an end. Role-playing games, on the other hand, offer a virtually infinite number of environments and opportunities, where any event can happen and any move can be made. And it need *never* end.

Well, the Jake Jaquet theory of game economics may or may not be accurate, but the fact is undeniable that games and gaming have ascended to a new level of popularity. And I suppose the best example to date of this fact was shown on the *Simon & Simon* television show on Dec. 8. The writers of the show created a plot which revolved in part around an imaginary fantasy role-playing game called "Angels and Demons," which the young protagonist refers to as "...better than Dungeons and Dragons."

Now, there was no reference or explanation given as to what "Dungeons and Dragons" was, and while I'm sure most viewers didn't give it a second thought, I nearly fell off my chair when I heard it. My limited academic exposure to radio and TV broadcast writing in college pounded one thing into my head: If there is any doubt that a listener or viewer will not understand a term or name, either explain it or don't use it at all. That the writers of the show simply used the phrase "Dungeons and Dragons" as a passing remark in dialogue indicates the assumption that most of the show's viewers would be familiar with the term.

An insignificant observation to most people, perhaps, but a very large one to me. If network television in December 1981 finds "Dungeons and Dragons" to be a generally known term, it should be interesting to see where things stand by December 1982.

Cover to Cover

ere's hoping you don't have to trek through a forest to get to the store for this issue of DRAGON™ Magazine. As far as we know, the only forest that contains moving trees is the one around which Mike Malone's module was created. But it's probably best not to take any unnecessary chances...

"The Wandering Trees" was the second-place winner in the ADVANCED D&D® division of International Dungeon Design Contest II. It's a change of pace, in a lot of respects, from what we have come to call a "normal" module. (Which is about as hard to define as a "normal" game player...) And it worked out sort of nice that our special inclusion for the chilly month of January is an adventure through a forest that is alive with greenery (and other things besides!).

This issue's cover painting is by Dean Morrissey, whose name will be familiar to veteran readers as the creator of many of our previous covers. Perhaps this is a scene which would have been better presented around the Fourth of July — but there may not even be such a holiday in the world where *this* Betsy Ross resides.

Another unusual adventuring environment is the subject of this month's lead article by contributing editor Ed Greenwood. "Modern monsters" addresses the many questions of how to put AD&D adventurers into a 20th-century scenario and make sure that both the characters and the civilization they encounter live to tell about it. No, you won't find out how much damage a tactical nuclear weapon does, but Ed has covered everything up to that point pretty well.

After going forward into the present, you can return to the annals of history with Mike Kluever and his article detailing the history of shields through the ages.

TOP SECRET® agents and administrators will be glad to see that Merle Rasmussen, author of the game's original rules, has taken to upon himself to answer some often-asked questions in "Spy's Advice," the latest installment of The Rasmussen Files.

In addition, Mark Mulkins makes a case for a new bureau in the TOP SECRET system designed specially for agents who have visions of 007 in their heads, with his essay entitled "In Search of James Bond."

AD&D enthusiasts will appreciate the latest edition of Leomund's Tiny Hut, wherein Len Lakofka proposes some variant rules for shields and offers a means to determine a character's weapon skills. Those of you who have a campaign running in the WORLD OF GREYHAWK™ setting will be more informed about goings-on in that world after perusing From the Sorceror's Scroll by AD&D creator Gary Gygax. And for those of you who think the world can never have enough enchanted objects, Pete Mohney presents a system for "Random magic items."

There's a two-part Up on a Soapbox column inside, wherein Brian Blume puts forth his opinions on why it doesn't pay to be an evil character, and contributing editor Roger Moore offers some thoughts on the continually controversial subject of females and fantasy role-playing. Speaking of females, this month's Giants in the Earth column features a trio of women (and one male sidekick). So even if there aren't any female players in your group, you can still have female characters in your game.

The final installment of Minarian Legends is a chronology of the major events in the history of the continent of Minaria, as described by the person who ought to know— Glenn Rahman, co-author of the DIVINE RIGHT® game on which this article, as well as the rest of the series, is based.

Also taking his final bow as a regular contributor this month is John Prados. The latest, and last, installment of Simulation Corner presents John's thoughts on "The art of illustration" and how it affects the quality, and the consumer acceptance, of a game design.

Bringing up the rear, as usual, are our colorful cartoons: The continuing saga of Wormy and the latest look at "What's New" from Phil Foglio. Doesn't he look good in a +2 towel? — KM

Contents

'A bit peeved'

Dear Editor:

I am a bit peeved about the article that appeared in DRAGON issue #51 on the Winged Folk. Until this article appeared I was confident that I had two completely original characters. My first character (Baern Hawkfeather) was a chaotic good, grey elf, fighter/illusionist. He acquired wings after a tryst with a powerful human cleric/magic-user named Calla. She thanked him with a potion that she had concocted. She hadn't wanted to try it because she wasn't sure of its effects. Baern progressed to third level in each class until a sadistic DM killed him off. My second character (Toct Hawkfeather) is a fourth-level half-elven druid, from the union between Baern and Calla.

The similarities between the two of them and the Winged Folk is incredible. The Winged Folk are neutral to chaotic good. Baern was chaotic good and Toct is neutral. The Winged Folk have both fighter/illusionists and druids. The Winged Folk closely resemble half-elves with large white wings. That description fits Toct exactly. The Winged Folk are Maneuverability Class C, and so are both Toct and Baern. Now with these similariites, whenever I mention either of my characters I will be accused of copying your article. I wonder how many other players find themselves in similar predicaments?

Brett Sandercock
Vancouver, B.C., Canada

Your letter deserves an answer, Brett, but I'm not sure what I can say to make you fee/ any better, because I don't really think you have a problem in the first place. It should be easy to demonstrate to any "accuser" that you did not copy the details from the Winged Folk article when you drew up your characters; sure, there are similarities, but there must also be a lot of differences. The biggest single difference is that the Winged Folk were presented in the article as a new race of non-player characters, and Baern and Toct are obviously player characters. You could not have literal/y copied the material from the article, or you wouldn't be able to actually play those char- acters *like you have done. If anybody calls you on it, that's your best defense.*

Going beyond that point, why do you need a defense at all? "Copying" material from articles is something that readers have done ever since DRAGON magazine came into existence — it is one of the main reasons why the magazine exists in the first place. Anybody who puts you down for "copying," whether the accusation is fair or not, is either very narrow-minded or very jealous. And you can tell'em I said so. — KM

Cavern Quest critic

Dear Editor:

Issue #54 had some very good stuff in it, except...this Cavern Quest thing. Now, don't get me wrong. I like solo adventures. They give a player a chance to see if he/she is a good gamer alone.

Apparently, Cavern Quest was greeted with such enthusiasm that it was not proofread very carefully. Some of the results at the end really irritated me. I mean, I took six (yes, 6) hit points in the first room. The description assumed that if I looked at a Black Pudding, I wouldn't know what it was. Come on, now.

My second major disagreement with the game occurred in Room 8, action H-15, "Get out your holy symbol and order the eyes away." The result for this action begins, "So now you're a cleric?..." Fortunately, I did not do this, but two things occurred to me when I read it. One, it would probably be dangerous for a DM to tell an adventurer that, and two, if this half-elf wasn't a cleric, this should never have occurred to him. He would have known that he couldn't turn whatever was coming at him. Why was the option included?

My third and final gripe is minor in one sense and serious in another. In Room 12, an iron golem attacks the half-elf. Action M-15 reads, "Throw oil and light it with a torch." The result for this action reads, "Almost the dumbest thing you could have done. Fire helps to repair damage to iron golems. You take 3 points of damage while escaping from the now-strengthened golem." The Monster Manual specifically states that "magic" fire will repair damage to an iron golem. This looks like an error in which the author hastily scanned the MM entry and proceeded to merrily thrown in a monster. Even if Mr. Fawcett merely made a mistake, somebody on the editorial staff should have caught it.

Derril Willard, Jr.
Batesville, Ark.

Okay, Derril, let's take your complaints one at a time. First: There's no way you could take 6 points of damage in the first room unless you didn't follow instructions. You can only choose one action in that room, and the most damage any single action will cause is 4 points. Play it again, Derril...

Second: The stuff about the holy symbol and "So now you're a cleric?" is pretty harmless, and is included primarily for a bit of humor. I can easily imagine a desperate player being tempted to haul out his "holy symbol" once it is mentioned as an option (the power of suggestion is very powerful sometimes). And your complaint contradicts itself: If you think it's "dangerous" for a DM to point out to a player that his character is not a cleric, how can you also assume that the player 'would have known that he couldn't turn whatever was coming at him"?

Third: This is the most valid complaint of the three. I can offer you two explanations, and you can take your choice: 1) The torch (given to Orlowson by the priests) is magical, just like the torches in Room 1 were. Or, 2) we goofed. Confidentially, I'd go with number 2. But don't tell the golem. — KM

Modern monsters

The perils of 20th-century adventuring

by Ed Greenwood

Readers of Poul Anderson's novel The High Crusade will recall the daring victory of a medieval barony over a galactic empire — a feat so fascinatingly unlikely as to be worthy of inclusion in an AD&D™ character's Book of Marvels.[1] Modern and future settings offer a rich alternative to the usual AD&D milieu, for characters bold (or unlucky) enough to leave their familiar Prime Material plane and take the High Crusade. Some new rules are necessary to cover the many differences between modern or future (scientific) and vaguely medieval (sorcerous) settings. This article attempts to provide a basic framework for the DM to devise rules for the modern setting, and is designed to be used in addition to the information provided by *Sixguns and Sorcery* (DMG, p. 112).

Adventurers being who and what they are, there will undoubtedly be combat in the modern setting, and therefore modern man and his weapons must be expressed in AD&R terms. Herein, this has been done following the familiar heroic fantasy belief that the "medieval" (AD&D) character has far greater strength and endurance than modern man — thus dominating close combat situations — but in this situation he faces weapons of awesome power and complexity. This is not so much a myth; habitual hard labor and the use of armor and hand weapons will build a physique rare in modern, industrial-society man, and modern weapons deal death far more efficiently than those of medieval times.

A few moments of thought on modern military weaponry will remind the DM that AD&D characters are in the old tactical bind of fighting an opponent who has a longer "reach" and can kill them before they get close enough to deliver any attack. Survival will depend in part upon wise player tactics (discussed below), and in part upon magic. Within limitations, magic *must* work in the modern setting if players are to have a chance.[2]

With these decisions in mind, the DM can prepare for adventures in the modern world (whatever that is). Much of the topic (such as full-scale modern combined arms combat) is beyond the scope

of this article, and weaponry enthusiasts will find that this article has simplified and scaled down modern arms to a horrific extent. Statistics for specific weapon makes and models may be substituted for the general values given in the Additional Weapons Table by the interested DM (hopefully, with play balance kept in mind).

The setting

Favorite landmarks, camping areas, or even specific neighborhoods and homes can be easily utilized by the DM as the

setting for play, and remote or rural areas can be created with the use of an atlas and texts on geography. The most exciting and dangerous setting, however, is urban, and features of other areas can be extrapolated from urban elements or from the existing AD&D rules.

Modern men (in North America, at least) will typically be zero-level types with 1-6 hit points each. Some few will have exceptional abilities (perhaps even psionics)[3], but such a thing as a magic-user or cleric (as the AD&D world knows them) will not exist. This does not mean

that modern men cannot *become* members of such classes, but merely that not even the minimum basic training is available in the world they are native to. The DM may allow exceptions to this rule; a few individuals[4] who may have come to the modern setting from other planes may be spellcasters, and may have secretly gathered and trained apprentices. (They may well be the leaders of the secret societies discussed below under "Travel").

Some individuals will have training similar to that of the AD&D adventurers, and some of these are detailed below. Bulletproof vests, riot gear (shields, helms, etc.), and other protective clothing will have to be expressed in AD&D terms. (AC7 is suggested for a police officer wearing that gear just mentioned.)

Police patrols (in cruisers or walking a beat) generally consist of 2 men, armed with revolvers (".357 or .38 revolver" entry on Additional Weapons Table) and a nightstick or billy club in the U.S. or Britain, or a "bean bag" cosh in Canada (treat both as doing 1-4 damage vs. S or M, 1-2 vs. L, otherwise identical to clubs). Most policemen will be equivalent to 1st- or 2nd-level fighters, having 6-15 hit points apiece.

More powerful fighting forces, such as SWAT teams and military forces, will have heavier weaponry (see "Weaponry") and will be fighters of 4th to 7th level. Military and industrial guards may have guard dogs (cf. Monster Manual, War Dog). Here the DM may use the Animal Guard Reaction Table from TSR's TOP SECRET® game, or predetermine the beasts' reactions. In any event, the DM must decide the extent and effectiveness of their training.

Other exceptional characters encountered by a venturesome party may include individuals with karate, judo, or other unarmed combat training. Treat all such as 1st- to 5th-level monks, 75% being of 1st level, 10% of 2nd level, 8% of 3rd level, 5% of 4th level, and *2%* of 5th level; none of these individuals will have any of the special abilities of the AD&D monk, although weapon damage bonuses, open hand combat, saving throw ad-

VEHICLES TABLE

Vehicle	Maximum move (distance (per round)	Size Length	Width	Height	Weight (not including load)	Impact damage per 10 mph of velocity	Features
Car, subcompact (includes "mini")	55" (normal: 48")	up to 14'	5'	4'4"	up to 2,500 lbs.	1-2	4 passengers (2 in comfort), 25-30 MPG, poor protection in collision
Car, compact	66" (normal: 48")	14' to 17'	6'	4'4"	3,000 lbs.	1-4	5 passengers (4 in comfort), 20-25 MPG
Car, standard (includes police cruiser)	70" (normal: 48")	17' to 18'	6'6"	4'4"	3,500 lbs.	1-4	6 passengers (5 in comfort), 15-20 MPG
Car, large	78" (normal: 48")	18' to 20'	7'	4'6"	5,000 lbs.	1-6	6 passengers, 7-15 MPG, heavy passenger protection
Jeep	48" (off-road safe speed: 30")	11'	5'	5'10"	3,750 lbs.	1-2	6 passengers (2 in comfort), 30 MPG, can carry up to approx. 1,500 lbs. of cargo
Armored car	48" (amphibious: 9")	18' to 20'	7'6"	8'6"	up to 10 tons	1-8	3 crew, up to 9 passengers, gun turret with 7.62mm machine gun (2,400 rounds) and 0.50 machine gun (700 rounds), possible side gunports (13 or so), armored; maximum passenger safety
Small truck (includes 2-ton pickup, vans)	70" empty (normal: 48")	20'	7'	up to 8'	approx. 5,500 lbs.	1-6	6 passengers (2 in comfort), 20 MPG, can carry approx. 2 tons cargo
Large truck (includes highway rigs, tractor trailers)	90" on road (normal: 48")	up to 70' overall (usually	up to 8'	up to 16' (usually 12')	up to 200,000 lbs.	1-8	3 passengers (up to 20 can be carried in trailer), 10 MPG, can carry up to 60,000 lbs. cargo
Tractor (includes bulldozer)	14" (normal: 4")	up to 20'	up to 10'	up to 10'	up to 200,000 lbs.	1-8	4 passengers (2 in comfort); durable; will survive many collisions; motive power of 30-50 horsepower (up to 200 hp possible)
Tank	30" normal: 18")	30'	12'	10'	up to 50 tons	1-8*	4 passengers, gun turret with various armament (see Weaponry); armored; maximum passenger safety
Locomotive (includes subway and other trains)	85" (normal: 30")	60'	10'6"	15'6"	up to 250,000 lbs.	1-10	4 passengers (2 in comfort); average road unit has 2,500 horsepower and (can pull up to 30 cars)
Motorcycle or snowmobile	80" (normal: 48") 50" (normal: 20")	5'6" 6'6"	1'6" 3'	2'6" 3'6"	500 lbs. 360 lbs.	1-2 1-2	2 passengers (1 in comfort); 35 MPG; much maintenance required; fragile, rendered inoperative by virtually any sort of collision

* — Does 2-24 crushing damage on an overrun (half if save is made).

vantages, surprise probability, thief abilities, and freedom from damage while falling all apply. The DM may invent other types of exceptional characters, or employ government agents and vigilantes of all types, including super-powered beings, and the aforementioned travellers from other planes.

A critical decision will be what attitude the modern inhabitants will have toward the AD&D strangers. Certainly the AD&D characters will be (at least until they find and learn concealment and conformity) conspicuous, and will attract considerable attention. Will crowds gather? Fantasy readers will remember many such encounters, such as the classic scene of the witch rampaging through London in *C. S.* Lewis's *The Magician's Nephew;* consult these.[5]

Will modern men react with fear? (And thrown rocks?) Bewilderment? Derision, assuming the adventurers are pranksters or lunatics? Self-doubt, thinking the strangers to be hallucinations (brought on by drink, drugs, nerves, or perhaps creeping insanity)? Remember that the reactions of exceptional characters (such as guards) will be influenced by their training.

The DM must also determine ease of communication. Will the fantasy tradition of being able to speak a truly common tongue prevail, or will it be a matter of putting up with gibberish and gesturing until a *Tongues* spell is cast? The value of a gold piece in modern currency, and where such tender will be acceptable, are other questions the DM must resolve. (It is a rare party that can *Charm* its way into a bank and make off with loot without raising some sort of alarm, given their ignorance of modern technology.)

Artifacts and machinery

Modern machinery will be almost entirely unrepairable by AD&D characters, who will often mistake or be unable to comprehend its purpose anyway. (This is not that unfair when you consider the vast difference in technology evident even in the metallic alloys of a modern sword, compared with a medieval weapon — and that most modern drivers have only a vague idea of how their car works.) Modern machinery, especially assembly-line complexes found in factories, may prove very dangerous to AD&D characters ignorant of remote control, electricity, and the like.

Gary Gygax, writing in issue #30 of DRAGON™ Magazine, gave the following damage values for electricity: low-tension alternating current, 1d6 (4d6 if victim is well grounded); low-tension direct current, 1d6 per segment until the victim is freed; and high-tension direct current, 1d20 per segment until the victim is freed.

How the DM handles AD&D characters vs. computers is entirely up to him or her (and on the DM's head be it). *Tongues* spells may or may not work. Artifact tables such as the one in the GAMMA WORLD™ rule book or in TSR™ module *S3, Expedition to the Barrier Peaks,* can be used for the examination of modern items.

Vehicles

Vehicles in the modern setting are of countless types, from the carts and beasts of burden familiar to AD&D characters to dreaded Iron Dragons that roar along their rails with awesome speed and weight. The accompanying table lists the movement rates and unique features of a few representative vehicle types. Specific makes and models can easily be added using this format. (Some of the impact damages are from Mr. Gygax.)

Most vehicle movement rates given in the table have been scaled down to as much as one-tenth of reality. The DM may wish to restore some or all of a vehicle's move in races, pursuit situations, and the like. Off-road and battlefield (i.e., ramming, evasive action) travel tends to be slower than open-road movement anyway. Vehicles will move at top movement rates only after attaining full speed in preceding rounds. A compact or subcompact car, snowmobile, or motorcycle will take 1 round to accelerate to full speed, large trucks 3 rounds, a diesel locomotive 5 rounds, and everything else 2 rounds. The "normal" move distance shared by most of the road vehicles is the 55 mph legal speed limit.

Additional notes on the table:

Armored car — A representative listing based loosely on the Cadillac-Gage Commando vehicle, with reference to other NATO types. Many armored cars are modified to serve as armored personnel carriers.

Large truck — This blanket listing covers all trucks above the size of a pick-up. The length varies by type, and by law from state to state or country to country. Note that cross-country travel in a rig will be difficult for a party unfamiliar with toll roads, CB radios, truck stops, and highway patrols.

Tractor (includes bulldozer) — This entry covers farm tractors and similar vehicles for construction, forestry, and mining vehicles, including all types of crawlers. A front-end loader, for example, has 260 horsepower, weighs 51,820 lbs., and can scoop 7 cubic yards in its front bucket, which can reach up 40 feet. Most such vehicles are much smaller, and can reach up 20 feet with the bucket; 2 fully armored characters could fit in the bucket comfortably. Crawlers (tracked vehicles such as caterpillar bulldozers) range from 145 hp and 37,120 lbs. all the way up to 700 hp and 190,300 lbs., and have a front blade up to 18 feet in width. From experience I can say that if a trac-

tor hits a tree, the tree usually loses!

Tank — Again, this is a representative listing. The M60 Main Battle Tank, for instance, is 48 tons; it and the Sheridan light tank are the American AFVs most likely to be encountered. The Sheridan fires a 152mm shell or a Shillelagh missile (see Weaponry; information on specific types can easily be found at a local library, or in many wargames).

Locomotive — They vary greatly in size (10 feet long to almost 80 feet) and power (from 10 to 6,600 hp), and are usually diesel-electrics in the U.S. (Most subways and interurban trains are electrical, and travel at high speeds.) Mainline locomotives have upwards of 1,200 hp, and approximately the dimensions given in the table; a typical type (the General Motors GP-38) has 2,000 to 2,200 hp, 65 mph maximum speed, weighs 250,000 lbs., and is 59'2" long, 15'4" high, and 10'4" wide. A larger unit, the General Electric U30C "U-boat," is 3,000 hp, 70 mph maximum speed, weighs 363,000 lbs., and is 67'3" long, 15'4½" high, and 10'3¼" wide.

Freight cars can carry from 50-125 tons of cargo each. Bulk goods (coal, ore, grain, chemicals) are usually carried in 100-ton cars, while merchandise is carried in 50- or 60-ton cars. A survey of U.S. railroads shows that freight train speeds vary from 6-40 mph (the average

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is 15 mph), and passenger train speeds vary from 10-60 mph (the average is 33 mph). The maximum speeds allowed by the railroads vary from 6-100 mph, and the overall average maximum speed worked out to 31 mph. (At least 260 railroads have no maximum.) On roads with different maximum speeds allowed for passenger and freight trains, passenger trains are always the faster, usually by 10 or 15 mph, Note that a train at speed may take a matter of miles to come to a stop; engineers usually can't help but hit unfortunates tied to the tracks!

Motorcycle, snowmobile — This listing can also be used for ATV fun vehicles, like the "Jiger" or "Cat." These vary from 12-30 hp, (30" move distance) and have tracks or large low-pressure tires. Most carry 5 gallons of gas, can negotiate the worst terrain short of mountainous, and carry 4 people (6 in a pinch). Some are amphibious (6" move rate). These vehicles vary in weight from 350-850 lbs., and range up to 10' long, 4' high, and 5' wide. (Most are 8'x3'x4½'.) Motorcycles and snowmobiles, it should be remembered, also vary widely in dimensions and performance. Both can be increased in terms of passenger or cargo space; the former with sidecars and "saddlebags" or racks, and the latter with trailer units.

Magic in the modern world

Magic will ultimately determine the fate of an AD&D party in a modern setting. It is the party's "heavy artillery," and

must be expended with caution, for it is not wholly renewable. Magic users without spell books will be unable to regain their spells.[6] Clerics in a modern setting will be out of touch with their deity (Commune spells notwithstanding) and will be unable to regain spells above second level.

Spell casters of all types may have difficulty obtaining the proper material components for their spells (for example, a druid looking for mistletoe on downtown city streets during the summer), and substitutions may greatly affect spell efficiency, power, and the safety of the caster.

It is recommended that modern characters, unaccustomed to magical illusions, must roll a saving throw of 20 to disbelieve any *illusion* cast unless they have special reasons to the contrary (i.e., they have seen the illusion being cast, encountered the party in a "fun house," or something of the sort).

Some spell effects are mentioned in the Weaponry section. Development of new spells by member spell casters can gain the party some heavy close-combat weaponry: electrified bolas, for instance. The DM may elect to penalize strong parties by allowing some or all magic items or artifacts to malfunction or fail to operate in the modern setting.

Travel

Travel to and from the modern setting can be accomplished by means of magic items (cursed scrolls, a *Well of Many*

Worlds, Cubic Gate, Amulet of the Planes, a *Portable Hole* placed within a *Bag of Holding,* etc.), artifacts, gates, spells (*Plane Shift, Wish,* a *Gate* spell acting upon a *Sphere of Annihilation,* etc.). Intruders from other planes may well find traps and a reception committee awaiting them, for the ruling powers of each plane may regard the place as their private garden or hunting preserve (readers may recall Farmer's *World of Tiers* series), and may form secret societies or alliances to control the use of gates —and ultimately all of the worlds to which they lead. This could form the background for a long-lived campaign. TSR module Q1, *Queen of the Demonweb Pits,* presents a fine example of worlds interconnected by gates. The DM should also decide if there are any limitations upon the summoning of demons, devils, and the like. Characters looking for a way home may well find magic items and scrolls left behind by earlier groups of adventurers which have been abandoned, cached in tombs, caverns, and the like, discovered and put on display in museums, and so on.

Player tactics

Adventurers, you are strangers in a most dangerous new territory. Avoid pitched battles, and concentrate on concealment, guerrilla ambushes, and weak targets. (Oh yes, and have fun!)

More details? Right, then — stay hidden; find a safe hideaway (deep woods, abandoned barn or warehouse, cave, large storm sewer network, or the like), and keep to it, making occasional forays, mainly at night. Go quietly, try to avoid attention.

To learn what is necessary for further, more effective concealment — local dress, language, and customs, basic knowledge of current events — ambush a hapless motorist or passer-by (someone not living locally will not be noticed missing as quickly, and if confronted the party must pose as "travellers from afar" anyway) and *Speak With Dead* until you know all you need. Pick an important-looking target. Once you have learned to recognize lawmen, soldiers, and "lords" or their equivalents, *Charm* them as necessary to maintain your safety. Above all, HIDE.[7]

If you do not, you will probably die (or at least, end your days in a lunatic asylum, unless you are lucky enough to meet an understanding group of AD&D players or SCA members), for communications are far better than the norm at home, and the forces of law are far more powerful. Use lots of cover and try to arrange fights to your liking; hand-to-hand ambushes and the like. None of this Monty Haul-style facing down the German army[8]; massed modern weaponry, to put it bluntly, will slaughter you.

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Shield and weapon skills

Leomund's TINY HUT

by Lenard Lakofka

A major event at Mainecon III last summer was a demonstration of arms by the SCA (Society for Creative Anachronism). They used carpet and foam padding for body armor and actual metal helmets for the head. Shields are of wood, as are weapons. Most weapons are made of rattan (a wood that is pliable and has some "give" to it) or have foam-rubber heads (like axes and hammers). Certainly this is not absolutely "realistic," but it is a good simulation. Weapons weigh from one half to one quarter of the same weapon in metal, and armor is just as encumbering as metal armor would be, though not as heavy.

The event brought home two very important points, First, a shield is very important to a contestant. Fully 60% of the blows are caught by the shield. Second, a trained fighter who normally uses a broadsword is a much poorer fighter when using a battle axe for the first time.

To place these facts in terms of AD&D™ rules, some minor rule changes are proposed. A shield will now give +2 to armor class instead of just +1. To balance this,

TABLE 1: PRIMARY HAND-HELD WEAPONS

Weapon type:	Human fighter or assassin	Half-orc fighter or assassin	Elf, half-elf fighter, assassin	Dwarf fighter or assassin	Gnome fighter or assassin	Halfling fighter or assassin	Rangers	Paladins	Clerics (all races)	Druids	MU's, illusionists (all races)	Human, half-orc thieves	Elf, half-elf thieves	Gnome thieves	Dwarf thieves	Halfling thieves	Monks	Men-at-arms
Battle axe	01-06	01-04	01	01-17	01-08	01-02	01-07	01-08	—	—	—	—	—	—	—	—	—	01-02
Hand axe[1]	07-10	05-07	02	18-30	09-11	03-27	08-16	09-12	—	—	—	—	—	—	—[4]	—[5]	01-07	03-04
Bo stick	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	08-20	—
Club[1]	11	08-13	03	31-33	12-24	28	17	13	01-07	01-05	—	01-04	01-03	01-04	01-04	01-04	21-25	05-13
Dagger[1][2]	12-24	17-27	04-20	34-37	25-28	29-32	18-27	14-28	—[3]	06-11	01-75	05-30	04-37	05-28	05-27	05-30	26-33	14-20
Flail, foot	25-30	28-36	21-24	38-42	29-31	33-34	28-33	29-33	08-30	—	—	—	—	—	—	—	—	21-28
Flail, horse	31-33	37	25-27	43	32	35	34-36	34-38	31-37	—	—	—	—	—	—	—	—	29
Hammer[1]	34-40	38-44	28	44-64	33-47	36	37-42	39-45	38-48	12-20	—	—	—	—	—[4]	—	—	30-35
Jo stick	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	34-50	—
Lance	41-45	45-47	29-33	—	—	—	43-47	46-54	—	—	—	—	—	—	—	—	—	—
Mace, foot	46-50	48-57	34-35	65-77	48-49	37-40	48-49	55-56	49-70	—	—	—	—	—	—	—	—	36-42
Mace, horse	51-54	58-60	36-40	78	50	41	50-53	57-61	71-66	—	—	—	—	—	—	—	—	43
Morning star	55-59	61-70	41	79-83	51-52	42	54-57	62-64	—3	—	—	—	—	—	—	—	—	44-46
Scimitar	60-61	71-73	42-43	—	—	—	58-64	65	—	21-58	—	—	—	—	—	—	—	47
Spear[1]	62-69	74	44-63	84-89	53-60	43-52	65-76	66-68	—	59-80	—	—	—	—	—	—	51-64	48-58
Quarter staff	70-71	75	64-68	90	61-63	53-54	77-79	69	89-97	81-97	76-00	—	—	—	—	—	65-92	59-67
Bastard sword	72-73	76-77	69	—	—	—	80	70	—	—	—	—	—	—	—	—	—	—
Broad sword	74-81	78-80	70-73	91-94	—	—	81-88	71-79	—	—	—	31-70	38-48	—	28-54	—	—	68-73
Long sword	82-95	81-94	74-94	—	—	—	89-96	80-95	—	—	—	71-94	49-97	—	—	—	—	74-75
Short sword	96	95	95	95-98	64-00	55-00	97	96	—	—	—	95-00	98-00	29-00	55-97	31-94	—	76-83
2-handed sword	97-98	96-98	96-99	—	—	—	98	97-98	—	—	—	—	—	—	—	—	—	—
Trident	99	99	—	—	—	—	99	—	—3	—	—	—	—	—	—	—	—	84
Pole arm (roll on Table la)	00	00	00	99-00	—	—	00	99-00	—	—3	—	—	—	—	—	—	93-00	85-00
Special	—	—	—	—	—	—	—	—	98-00	98-00	—	—	—	—	98-00	95-00	—	—

Notes:

[1] — If this weapon is rolled, an eligible character may elect to have throwing proficiency in it as well as hand-to-hand proficiency, at a cost of two weapons.

[2] — The dagger must be weighted to also be used for throwing, and only a small number (say 20%) are so prepared.

[3] — If the DM permits, evil clerics may elect to use the dagger, morning star or trident, and druids may be able to employ some pole arms. If a result of "Special" is rolled for such a character, one of these weapons may be selected.

[4] — Optionally, dwarven thieves may be able to use hand axes or hammers and might even be able to throw them. If a result of "Special" is rolled, one of these weapons may be selected.

[5] — Also optionally, halfling thieves may be able to use and perhaps even throw a hand axe. This weapon, if allowed by the DM, can be selected when a result of "Special" is rolled for such a character.

See text for further explanations of all annotated material.

one other observation: Shields fall apart as they get hit over and over again. There are a few ways to simulate this in game terms. One is to say that every hit on a roll of 20 that could be called a heavy blow (thus, light weapons like arrows, hand axes, daggers, etc. are not considered) will require the shield to make a saving throw of 2. This does not apply to magical shields. Another method is to assign a number of points to the shield. When those points are used up, so is the shield. An average shield would have between 21 and 60 points.

Every blow does not hit the shield, naturally. This is simulated as follows: Say that a 16 is needed to hit a character when a mace is employed vs. chain and shield. (The shield will be worth two armor classes, not just one.) If a 14 or 15 is rolled, then the shield absorbs the blow. Now roll for the damage done to the shield by the mace: Say a 5 comes up, so that the shield is now -5 from its point total.

A magical shield would have the same base point total, 21 to 60, and an extra 20 points for each "plus" of the shield. Blows that hit the points bestowed by the magical plus of a shield do not harm it. For example: a shield x2 now would give +4 to armor class, +2 for magic and +2 (instead of +1) for the fact that a shield is used at all. Say a mace needs an 18 to hit chain and shield +2. If a 16 or 17 is rolled, the magic of the shield is what caught the blow. If a 14 or 15 is rolled, the actual metal of the shield catches the blow and will then be damaged. A 13 or less is

either caught by the chain, or the blow is a total miss. This method is a bit cumbersome because the DM must keep track of shield values.

Damaged shields (if one employs the latter described method) could be fixed by an armorer. Magical shields would have to be fixed by an expert armorer. A magical shield that goes to zero points is wholly destroyed and cannot be used again. If a character decided to set his magical shield aside when it gets down to a few points, the shield could still lose its magic if not repaired within a reasonable time (say, one week per "plus" of the shield).

Weapon proficiency is the next topic brought up by the SCA demonstration. What weapon(s) do I know how to use? This is a common question from a player, and one that might easily apply to any non-player character you may design or who might be encountered at random.

Accompanying this article are two tables and one sub-table to determine which weapon(s) any character might know. It can be used to create first-level characters or pre-first-level ones (see *Leomund's Tiny Hut* in issue #51 of DRAGON™ magazine).

The chart does not take into account the particular weapon(s) which might be known to the instructor of the player character. But those proficiencies can be rolled for, just as for a player character, and if you (the DM) use any sort of training/teaching method for characters, then it is required that you know what weapon(s) the teacher can use. After all,

how can a hero teach a veteran the use of a thrown hand axe if he cannot throw one himself? Let's apply the tables to determine the weapon skills of a Champion whom the party encounters in a small town.

The party contains a swordswoman who has gained enough experience to be trained to become a Heroine (4th level). She would like to learn the use of a new weapon, since she knows how to use four but is allowed to use five. We know she can use the long sword, the long bow, the mace, and the footman's flail.

We do not know what the Champion, her potential instructor, can use. We go to Table 1 to determine his weapon knowledge. We will roll once on Table 1 and then go to Table 2 for a single roll, to give him one fired or hurled weapon. Then it's back to Table 1 for four more rolls, to finish the list of the six weapons he knows. Optionally, you might want to go to Table 2 one additional time, giving the Champion one more missile weapon and one less roll on Table 1.

Example:

First roll, Table 1: Result is 77, which for a human fighter is a broad sword.

Second roll, Table 2: Result is 28, which for a human fighter is a long composite bow.

Third roll, Table 1: Result is 20, which for a human fighter is a dagger. A dagger could be a thrown weapon as well. If we give the Champion credit for hand-to-hand and throwing proficiency with the dagger, then we will charge him with two weapon proficiencies used, instead of just one, since throwing the dagger is entirely different from using the dagger in hand-to-hand combat.

Fourth roll, Table 1: Result is 87, which for a human fighter is a short sword. This is a valid result, even though the Champion is already proficient with the broad sword, because sword types are handled very differently from one another.

Fifth and last roll (we allowed him to use the dagger both ways), Table 1: Result is 00, which for a human fighter means an additional roll, this time on Sub-table Ia for pole arms: This roll's result is 55, which means the Champion can use a halberd effectively.

Thus, it is determined that the Champion can teach our swordswoman the use of the dagger (either hand-to-hand or thrown, but not both), the halberd, the broad sword or the composite long bow.

Another way of gaining weapon proficiency, aside from learning from an instructor, is to use a weapon unproficiently for an extended period of time. This trial-and-error method can never make one proficient with more weapons than he/she is entitled to. And a character must gain a high enough level to earn the right to use a new weapon before the

TABLE Ia: POLE ARMS

Weapon type:	Man-at-arms	Human fighter	Half-orc fighter	Elf, half-elf fighter	Dwarf fighter	Ranger	Paladin	Monk	Druid (optional)
Bardiche	01-02	01-05	01-04	01-03	01-02	01-03	01-03	01-03	—
Bec de Corbin	03-04	06-10	05-07	04-07	03	04-07	04-06	04-07	—
Bill guisarme	05-06	11-12	08-09	08	—	08-09	07-08	08-10	—
Fauchard	07-08	13-14	10-11	09	—	10-11	09-10	11-13	—
Fauchard fork	09-10	15-16	12-13	10-11	04-14	12-14	11-13	14-17	—
Fork	11-20	17-18	14-15	12	—	15-16	14-15	18-20	—
Glaive	21-35	19-20	16-17	13	—	17-18	16-17	21-29	01-20
Glaive guisarme	36-40	21	18	14	—	19	18	30-33	21-40
Halberd	41-60	22-48	19-50	15-26	15-30	20-28	19-32	24-40	41-50
Guisarme voulge	61-65	49-57	51-57	27-29	31-34	29-31	33-40	41-47	—
Lucern hammer	66-70	58-70	58-70	29-44	35-44	32-39	41-50	48-54	—
Partisan	71-74.	71-77	71-72	45-46	—	40-42	51	55-60	51-58
Pick, footman's	75-86	78-84	73-90	47-54	45-90	43-50	52-60	61-80	59-75
Pick, horseman's	87	85-97	91	55-90	91-00	51-80	61-90	81-84	—
Pike (awl)	88-97	98	92-96	—	—	81-90	91-93	85-96	—
Ranseur	98-99	99	97-99	91-94	—	91-95	94-95	97-99	76-00
Voulge	00	00	00	95-00	—	96-00	96-00	00	—

Note: This table does not take into account any type(s) of pole arms that might be commonly used in a particular locale.

TABLE 2: FIRED OR HURLED WEAPONS

Weapon type:	Human fighter or assassin	Half-orc fighter or assassin	Elf, half-elf fighter, assassin	Dwarf fighter or assassin	Gnome fighter or assassin	Halfling fighter or assassin	Rangers	Paladins	Clerics (all races)	Druids	MU's, illusionists (all races)	Human, half-orc thieves	Elf, half-elf thieves	Gnome, dwarf thieves	Halfling thieves	Monks	Men-at-arms
Long bow	01-20	01-10	01-50	—	—	—	01-30	01-20	—	—	—	—	—	—	—	—	01-07
Short bow	21-27	11-14	51[1]	01[1]	01-38	01-18	31-40	21-25	—	—	—	—	—	—	—	—	08-28
Long comp. bow	28-33	15-38	52-57	—	—	—	41-50	26-36	—	—	—	—	—	—	—	—	29-30
Short comp. bow	34-35	39-44	58[1]	2[1]	39[1]	19[1]	51-54	37-40	—	—	—	—	—	—	—	—	31-32
Light crossbow	36-42	45-48	59[1]	03-35	40-55	20[1]	55-60	41-55	—	—	—	—	—	—	—	01-13	33-50
Heavy crossbow	43-48	49-58	60[1]	36-52	—	—	61-65	56-68	—	—	—	—	—	—	—	14-20	51-58
Sling	49-50	59-60	61[1]	53[1]	56-62	21-70	66-70	69	—	01-30	—	01-35	01-20	01-30	01-70	—	59-60
Hand axe[3]	51-58	61-68	62[2]	54-68	63[2]	71-82	71-77	70	—	—	—	—	—	—	—	21-35	61-67
Club[3]	59	69-74	63[2]	69[2]	64-70	83[2]	78	71	01-35	31-38	—	36-50	21-30	31-50	71-80	36-80	68-72
Dagger[3]	60-75	75-77	64[2]	70[2]	71-73	84[2]	79-85	72-78	—	39-48	01-85[4]	51-83	31-70	51-90	81-85	41-60	73-75
Hammer[3,5]	76-80	78-96	65[2]	71-90	74-77	85[2]	86	79-83	36-00	49-59	—	—	—	—	—	—	76-77
Spear[3,5]	82-90	97	66-98	91-98	78-95	86-98	87-95	84-90	—	60-87	—	—	—	—	—	61-84	78-96
Dart	91	98	99[2]	99[2]	96-99	99[2]	96	91	—	88-00	86-00	84-00	71-00	91-00	86-00	—	—
Javelin	92-00	99-00	00[2]	00[2]	00[2]	00[2]	97-00	92-00	—	—	—	—	—	—	—	85-00	97-00

Notes:

[1] — This weapon type is very uncommon for the particular race. A different weapon may be chosen when this is the result of a roll, if the DM so desires.

[2] — This weapon type is uncommon for the race in question. Again, a different weapon may be chosen.

[3] —These must be able to be used as hand-held weapons before they can be thrown or hurled. Thus, anyone who is proficient in throwing one also automatically has proficiency with it as a hand-held weapon — and both uses count as two weapons when determining the number of weapons a character can use. Note that use of a hand-held dagger (for instance) does not also imply the ability to throw it.

[4] — One exception to the note above: Magic-users must be proficient in hand-held use of the dagger before they can also know how to throw it. Thus, only a 6th-level or higher M-U would know how to use the dagger both ways.

[5] — These weapons cannot be hurled or thrown by a character with strength of less than 9.

trial-and-error method will produce proficiency. If you have an opening for a new weapon, then you must use the unknown weapon through one entire level, until achieving promotion to a new level, to gain knowledge of it. The weapon must be used at every opportunity.

Let's say our swordswoman finds a magical flail for a footman. She wants a magic weapon and, prior to meeting the Champion, she has the capacity to learn one new weapon (at 3rd level she can use four weapons, plus one new weapon upon becoming 4th level). She elects to use the flail at every opportunity. If it is a +1 weapon, she is then -1 to hit with it, since her non-proficiency penalty is -2

(see Players Handbook, page 37). Yet she is using a magic weapon, so the damage is still +1 when it hits — and there are many monsters that can only be hit by magic weapons.

Some notes on the accompanying tables and how they were assembled:

Weapon usage is divided by race according to the Monster Manual, taking into consideration that certain races cannot use certain weapons because the weapon is too long or too heavy. The actual percentage distribution is entirely subjective and reflects my views of various races and classes.

On Table 1, there is a chance for an evil cleric to use a dagger, morning star, or

trident because I allow these things in my campaign. In theory, a cleric of a particular religion might use any weapon if his deity allows it. I allow dwarven and halfling thieves the use of a hand axe, and I allow dwarven thieves to use hammers. Again, these strictures are part of my campaign and not part of the official rules. Also, I allow druids the use of some pole arms. I picture a druid with a scythe as being perfectly logical.

Table 2 is another subjective categorization, this time of the fired and thrown weapons. But those missile weapons attributed to a particular race in the Monster Manual are heavily weighted in that direction.

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Developments from Stonefist to South Province

by Gary Gygax

In my last column the events which spanned the north central portion of the Flanaess, from the steppes of the Wolf Nomads to the mountains of the duchy of Tenh, were reviewed through CY 578. This issue will cover the activity in Stonefist's Hold, what the northern barbarians are doing, the events in Ratik and Bone March, and then slip down all the way to Aerdi's South Province to view what has happened there — particularly in relation to Sunndi, Idee, and Onnwal.

For those of you who wish to plan ahead, Rob Kuntz will cover the action surrounding the Sea Barons, Spindrift Isles, See of Medegia, Almor and the Kingdom of Nyrond. Meanwhile, I'll skip to the Lordship of the Isles, the Scarlet Brotherhood, Hepmonaland, the Olman Islands, and on into the Amedio Jungle. Next will be the Pomarj, Wild Coast, Celene, and the three Ulek states, Then comes Greyhawk, Urnst Duchy and County, Furyondy, Dyvers and the Nyr Dyv, Verbobonc, and the Temple of Elemental Evil. A discussion of Veluna, Highfolk, Bissel, Ket, Perrenland, and the Tiger Nomads will make a very mixed bag indeed for a future column. The Valley of the Mage, Geoff, Gran March, Sterich, Keoland, the Yeomanry, and the Sea Princes covers the southwest nicely. The last major portion discussed will be the Caliphate of Ekbir, Tusmit, Zeif, the Paynims, Ull, and the Dry Steppes.

When all that is done, it will be up to you readers as to whether we cover another swing around the continent, to deal with specific — and unusual —areas such as the Bright Desert, Sea of Dust, Burneal Forest and Blackmoor, etc., or treat the adjacent lands not covered on the map. It is up to you to let us know! Now to the inhospitable reaches of the Hold of Stonefist...

Stonefist: The harshness of the rule and the severe tests placed upon those desiring to do so have combined with the unfavorable climate of the Hold of Stonefist to keep it from becoming a serious threat to its neighbors.

The Coltens, despite generations of servitude to the invaders, have slowly emerged as a competing form of leadership, offering their method of election of the most popular warrior as an alternative to the Rite of Battle Fitness. So many aspiring leaders were slain in the often-useless raids of the latter method that its proponents have grown scarce. When Ratik and the Fruztii made peace, the subsequent battles for the Kelten Pass brought several telling defeats to "fists" led by the descendant warband leaders. The Hold was then divided between those who followed the laws laid down by Vlek Col Vlekzed, and those who claimed that Stonefist's methods are no longer appropriate and the Coltens Feodality should be restored. The nomads and settlers west and around the Frozen River championed the ways of Stonefist. The population around Kelten and the Hraak Forest wished to establish new forms of leadership.

Strong action by the Duchy of Tenh in the Rockegg Pass was successful due to the division amongst the peoples of the Hold. "Fist" units — warbands consisting of five "fingers" of some 25 fighters each, plus a "palm" of about 75 to 150 —counter-attacking the Tennese fought without quarter and did considerable harm. But their attacks were too disorganized and their numbers too few to

cause the Ducal army real concern. Of the two dozen warbands which responded to the Tennese action, over half were killed to a man. Only the arrival of over 2,000 light cavalry and about half that number of light infantry from northern tundra of the Hold prevented the Tennese from moving into the interior and taking Purmill. The Ducal troops under Marshal Iaba numbered 500 cavalry and 5,000 foot. While the Hold itself was relatively safe from invasion, the Master, Seuvord Redbeard, and his Atamen and chieftains were faced with a dilemma.

The Rovers of the Barrens were undoubtedly gaining in numbers once again, so no easy raiding prospects existed to the west. Likewise, both southern passes to the rich state of Tenh and the lands of the Fruztii were closed to all but a major effort. A major effort was impossible because of the near-revolt of the eastern (mainly Coltens-descendant) bands under Ataman Dyerg Keda (fighter, 12th level) and supported by over a dozen chieftains and subchiefs. Seuvord Redbeard, being both tough and intelligent, refused to be drawn into a civil war, for then the surrounding enemies of the Hold would surely take the opportunity offered and destroy the remnants of the state. As Seuvord also wished his own line to retain the Mastership of the Hold. as a hereditary right, he called a great council at Purmill, with safe conduct for all who attended.

Many observers were surprised that all of the principal leaders of the Hold took part in the convocation, but those aware of the cleverness of Seuvord knew that

he was certainly responsible for the showing. What was put forth at the council by Seuvord Redbeard was that the Hold must adapt to the changes taking place and the new alliances against its people. He asked the assembled leaders to grant him the hereditary title of Rhelt; he asked that Atamen also be made hereditary leaders, and also that the chief men of each area be given the right to elect the warband leaders. The Rite of Battle Fitness was not to be done away with, however. Instead, it would qualify warriors for service in the standing army to be formed immediately, with those of exceptional capabilities to be made leaders, companions of the Rhelt, or even war chiefs whose right it would be to expand the realm through conquest and occupation.

There was considerable dissension, particularly from the direct descendants of Stonefist, but enough of them, as well as of the nomadic chieftains, agreed to Seuvord's proposal to sway the entire assembly. In CY 578, shortly after Tenh had coronated its new Duke, the Master of the Hold became Rhelt Seuvord I of Stonehold. Several of his cousins took ill from a mysterious flux shortly after the coronation, and about a dozen others were reported fleeing into the Griff Mountains with a small band of loyal followers.

The former Hold of Stonefist is now divided into four Atamanships: Vlekstaad, Purmill, Kelten, and Bastro. Four Great Chieftains were also created: Reindeer, White Bear, Walrus, and Forest (Hraak) People. The word of these Great Chieftains is equal to that of an Ataman. Finally, war chiefs of the west, south, north, and east were appointed to raise bands of fists to keep the land safe until the Rhelt's own army could be formed. Only about 1,000 personal guards are in this standing force as of 579, but the war chiefs have been relatively successful, especially in the east. There, the frontier of the Stonehold has been pushed past Big Seal Bay (in column K2 on the WORLD OF GREYHAWK™ map, north of the Corusks) 80 or 90 leagues into territory claimed by the Cruski.

Ice Barbarians: The attention of the Cruski was directed wholly to the south, where choice plunder could be gained during the summer raiding season. After a particularly successful venture in 577, the Cruski and Schnai sat down together to bargain on a division of the spoils. In the end, the Schnai agreed to give up the land south of Glot along the east coast. The Snow Barbarians gained more gold and silver, while the Cruski regained their southern harbors. This made the raids into North Province and the Isles of the Sea Barons all the easier next year, and most of the able-bodied men were away on those journeys when the warbands of Stonefist (now Stonehold) rode

into the tundra which the King of Cruski claimed. The few wandering tribes of Coltens there welcomed the invaders, while surviving Cruskii headed east as quickly as possible. The returning warriors were enraged at the boldness of the invasion, and it is likely that the attention of the Cruskii will be trained on a war with the Stoneholders in 579. Some 50 ship captains are already pledged to sail, and more are expected.

Snow Barbarians: Events amongst the Schnai were quite similar to those of their cousins to the north, in that they generally raided southwards and carried heaps of goods back to towns of their realm. Unsettled conditions in the Great Kingdom made for rich loot; coupled with the payment made by the Cruski for the return of Ustula, the men of the region were pleased indeed with their wealth in currency, goods, and slaves (thralls). Mutual cooperation between the Schnai and Fruztii, and the Schnai and Cruskii as well, was at a high level, and the raids from the Hold of Stonefist at a very low level. CY 579 is likely to be particularly good for the Snow Barbarians, for with their northern neighbors looking elsewhere, and the Frost Barbarians busy with Ratik, the choicest areas for raiding will be left to the Schnai.

Frost Barbarians: The Fruztii sent raiding bands to sea with the Schnai, but due to careful urgings, numbers of mercenary troops also moved southward into Ratik and joined the Baron's troops there. These Fruztii returned with knowledge of organized warfare and good-quality arms and armor and formed the core of a new standing army organized by King Ralff II in 578. The four companies of foot and one troop of horse actively patrolled and brought most of the realm under order. Chief men and nobles not raiding were prevailed upon to contribute men to patrol their own territories, so that by the end of the year, the frequency of banditry and humanoid raiding bands had been reduced to an all-time low. Even the high country around the head of the Jenelrad River was peaceful, and its Jarl swore an oath of fealty to Ralff. Without actually declaring independence from Schnai overlordship, the King of Fruzti showed that he was again capable of fielding an army capable of either defending his territory or taking another's. The Schnai conveniently ignored the resurgence, probably hoping that the involvement in Ratik would again reduce the Frost Barbarians to vassal status.

CY 579 can be the year of the Fruztii if things go right. If an alliance to conquer Bone March is struck, the price to archbaron Lexnol will probably be the entire Timberway forest. If, instead, the Snow Barbarians choose to turn upon their allies, they might indeed take all of Ratik to

the Loftwood. A nucleus of about 2,000 infantry and 500 light cavalry, with noble and chief contingents of about five times that number of foot, makes King Ralff a power to be reckoned with in the Thillorian area. It is also rumored that certain mountain dwarves have been won over to the king by large gifts of gems and gold taken from actions in the eastern end of the Griff Mountains. If this is actually so, then it is quite possible that Ralff has greater plans than are now evident.

Ratik: The newly proclaimed Archbaron of Ratik frantically organized his forces after the joint Ratiker-Fruztii foray into the Bluefang-Kelten Pass. The humanoids so soundly defeated in the campaign of 575 were again raiding over the border, and the gnomes of the Lofthills (west of Loftwood) were being continually besieged. Losses from the campaigns in Bone March and with the Frost Barbarians could be replaced by mercenaries and volunteers from foreign lands only.

The manpower pool of the Archbarony was totally dry in 577. Because of the relatively good relations between the Fruztii and Ratik, the woodsmen and elven warders of the Timberway were moved south to the Loftwood, and new recruits were formed into units of light troops called the Volunteer Borderers. Most were likewise stationed along the southern edge of Ratik, from the Loftwood through the hills and mountains of the Rakers' eastern thumb. Fortunately, Archbaron Lexol had ample funds for these undertakings, as the treasure taken from the campaigns of the previous two years was more than sufficient to support the army and equip new units. The standing army of 2,225 foot and 500 horse was augmented by four companies of borderers (900 men) and the cadre for four more such units. Levies and militia totalling about 4,000 were also equipped and put into training. Lastly, some 600 sylvan elves were enlisted for the Loftwood.

Missions sent to the gnomes and mountain dwarves brought back confirmation that both groups were quite willing to aid Ratik, although the dwarvenfolk refused to leave their mountain strongholds due to continual warfare going on at the time, for large bands of gnolls and like humanoids were attempting to move northward into the central Rakers. Therefore, only about 3,000 gnomes could be counted on to join forces with the Archbaron's army against an invasion from the south.

The usefulness of the new Volunteer Borderers was proved in the summer of 578 when one of this formation's patrols discovered that the orc tribe of the Vile Rune was indeed moving northward. In addition to 5,000 tribe members, the force had 2,000 goblins, 1,000 norkers and xvarts, and 1,000 hobgoblins, orgrilIons, gnolls, and ogres. With this detest-

able agglomeration were nearly 2,000 bandits and brigands serving as mercenaries. Its forerunners were worg-mounted goblins, a handful of whom were slain to obtain the intelligence.

Thus alerted, the Marshal of the Archbarony laid a trap which the unsuspecting invaders blundered into. The humanoid horde moved north along the fringe of the Loftwood where it butts against the hills. At the northern terminus of the trees there awaited the full army of Ratik, its numbers made to appear three times greater by magical means. The gnomes held the western (hillside) flank, while the light forester troops and elves formed the other arm of the "U," well concealed in the dense timber.

The Battle of the Loftwood saw considerable magical competitions in addition to the standard hand-to-hand combat between the strongest fighters on the opposing forces. The real fighting was between the masses of troops, however, and this was fierce in the extreme. At one point, a score of foreign volunteers saved the day because their leader, Queg, a Fruztii, had prepared an extensive ambush with rocks, tree trunks, pits, and trees to set fire to. This action turned back 250 or more hobgoblins, killing or wounding half of them, so that the flank of the Archbaron's army couldn't be turned. Simultaneously, the gnomes on the left flank were nearly broken by a rush of gnolls, bandits, and goblins, and were saved only by the superb slinging of a flanking group of the Hillrunners and the innate tenacity of the gnomes themselves.

Finally, the scale was tipped by an attack on the right (of the orc horde) by the elves and foresters. The humanoid invading force broke and fled, and in the rout there was a great slaughter. Only about 1,000 orcs died in the battle, but fatalities among the other sorts of humanoids ranged from 50% to 75%.

Most of the bandits and brigand mercenaries were killed or captured. About 1,000 were willing to join the Archbaron's army, so that effective losses to that force, after lightly wounded soldiers returned to action, were less than 5%. Furthermore, the loot gained from the invaders was considerable, and the renown gained from the victory brought a stream of new mercenaries to Ratik. Best of all, Archbaron Lexnol was able to prove that the free town of Dekspoint (Z-17), long suspected of aiding the enemies of Ratik, was supplying various forces in Bone March. This evidence of active support of an enemy gives the Archbaron just cause to add the town to his holdings — provided he can capture the place quickly enough.

The coming year is likely to be crucial to the survival of the new Archbarony, and much of the fate of the state hinges upon whether or not the alliance with the Frost Barbarians remains firm. With a secure rear, Ratik can attack Bone March (probably the region around Johnsport) and greatly decrease the threat of further humanoid incursions into the realm. If that is accomplished, manpower will be less likely to be a concern, for volunteers will flock to a successful commander. Ratik most desperately needs an effective naval arm in the coming years, and the Fruztii alliance would facilitate this eventuation, providing the pact holds through the next two or three years.

Bone March: Three major groups vie for control of the whole of the Bone Mark. The most powerful group, until the Battle of the Loftwood, was the humanoid group under the orcs of the Vile Rune. Now paramount are the orcs of the Death Moon tribe. Both groups have considerable numbers of various sorts of humanoids serving them. Both are also led by half-orcs and assisted by evil humans The third power group is a force of ogres and gnolls based in the hills at the head of the Teesar Torrent. This force is commanded by ogre magi. Many independent bands contest any attempt at overlordship, and evil men now control many areas on the march, hoping to displace and enslave the humanoids and rule the whole region. The ogres were badly beaten in 575, and the Vile Rune orcs in 578. The Death Moon orcs are now moving out of the Blemu Hills into the vacuum left by the losses experienced by their rival tribe.

The action in the Mark has caused a great influx of both humanoids and evil humans, many traveling through the Gamboge Forest and the upper end of the Flinty Hills to reach Bone March. Humanoids and giants in the Rakers are also pressing eastward to aid in taking and looting more territory for this new "promised land." Knurl, an independent town under the control of evil humans, is said to be recruiting hobgoblins and any other willing humanoid types for a campaign to capture all the land between the Kaye River (west fork of the Teesar), the Flinty Hills, and the Adri Forest. The Herzog's patrols from North Province do not venture within 10 leagues of the Blemu Hills.

South Province: Herzog Chelor, third of that name to rule the once-greatest fief of Aerdy, scion of the House of Naelax-Selor, spent two years securing his base of power. In 577, Chelor sent troops from the Thelwood (at the head of the Thelly River) along the east bank of the Thelly. At the junction of the Grayflood, these soldiers crossed the Thelly and swept along the south bank, securing all of the land between the river and the Glorioles and Hestmark Highlands to the point where the Flanmi is joined by the Thelly. Despite leaving garrisons throughout the area, the force under General Reynard's command grew from 2,000 horse and 5,000 foot to 3,000 and 7,000 respectively. Vacillating petty nobles hastily bowed to the Herzog, abandoning the Censor and sending contingents with the Provincial army. Furthermore, recruiting, mercenaries, and irregulars (brigands and bandits) allowed the Herzog to place over 3,000 troops in garrisons and still field a growing and more effective force.

In CY 578, Chelor himself took the field, leading a host of 1,000 heavy cavalry, double that number of lighter horse, and some 4,000 mercenary infantry. This force massed around Zelradton, while the army under General Reynard moved westward once again, passed the Glorioles, and scourged the area between the Grayflood and Rieuwood.

The Iron League was now forced to guess which army would strike where. Would each move southward? Would one move across the northern Hollow Highlands to join the other? Could they aim at taking the Iron Hills and Hollow Highlands preparatory to a campaign against Idee next year?

Men of Sunndi harassed the flank of General Reynard's force from the safety of Rieuwood, but this was a mere annoyance, and late in the summer, the general led his force across the arm of the Hollow Highlands. The plan was to march the combined force south into Idee, not stopping until reaching the Azure Sea. This move would effectively sever half of Idee and all of Sunndi from Irongate, Onnwal, and aid from Nyrond and Almor. Herzog Chelor strengthened his force with several thousand humanoids, but this did not suffice; an army of 6,000 men, 3,000 gnomes, and 10,000 dwarves drove the surprised Herzog's troops into a defensive position to the north, where their superior cavalry made it impossible for the League's forces to overwhelm them. Thus, Reynard's troops arrived only in time to let the Herzog to achieve a cautious advance, at best.

Chelor instead opted to winter at Zelradton and draw in yet more forces. As of the spring of 579, the following roster of troops is expected:

Heavy cavalry: 3,000
Medium cavalry: 3,000
Light cavalry: 5,000
Regular infantry: 3,000
Mercenary infantry: 6,000
Levies & noble contingents: 15,000
Humanoids (various): 5,000 +

This force may well be sufficient to accomplish what none of the Herzog's ancestors could ever manage to do — regain Idee and spell the end of the Iron League, for the defenders cannot gather a force so large to oppose Chelor.

Sunndi: Other than the usual border actions against the would-be humanoid

invaders, CY 577 was a peaceful year for the County. When the Herzog began his campaign to bring the whole of South Province under his firm control, Count Hazendel alerted his liegemen in the Rieuwood and Glorioles-Hestmarks. When no attempt to invade Sunndi was made, it became obvious that Chelor was securing his own fief preparatory to some major undertaking. Thus, in 578 Count Hazendel was prepared for an invasion of his land, and a force of about 2,000 elves and woodsmen shadowed General Reynard's advance along the north edge of Rieuwood. Troubles with invasion from the Vast Swamp prevented the Sunndians from mounting a full-scale attack upon the Provincials, but plans were made to react to whatever moves the Herzog made, and these plans involved all members of the Iron League.

When the dwarven folk of the Iron Hills marched against Chelor, the Count of Sunndi dispatched a force to serve with his ally to the west. Some 1,000 light horse and 3,000 infantry joined the Ideesh above Naerie, with 3,000 gray elves reinforcing the unit. In addition, a regiment of dwarves, gnomes and halflings of the Hollow Highlands, over 3,000 strong, moved into the hills above Newkeep (a town of some 2,500 persons located at V2-149). These troops have effectively committed Count Hazendel to the defensive in his own realm, for only a small mobile force remains within Sunndi.

If the Censor of Medegia would choose this time to invade through the Hestmarks, the County would be hard pressed indeed to defend itself. No more than 500 cavalry and about 1,000 infantry remain. Sunndi militia numbering about 6,000 can be raised, and there are the foresters and several thousand elves of the Rieuwood. Likewise, the hillmen, gnomes, and dwarves dwelling in the Glorioles-Hestmarks constitute a formidable body of troops, but each force is needed to guard their respective border area.

Idee: Fedorik Eddri, Count of Idee, has developed the trade of his realm to a point where the populace, are prosperous and happy. Perhaps more revenues should have been expended in fortification, however, for the line of strongholds along the northern border of Idee are not fully manned and not in perfect repair.

The action to the east in 577 lulled Count Fedorik into a sense of safety, and it wasn't until the next year, when Herzog Chelor took the field, that Idee was called upon to ready itself for full-scale warfare. Veterans were recalled to bring the standing army up to full strength, and the militia was also called up — mostly to man and repair border posts. When the Provincials began to advance southward, it was the Dwarfking Holgi Hirsute who took to the field with his troops, for Fedorik was able to send only

6,000 men against the invaders. King Holgi chased the Provincials back, but a rift developed between the Count and the Dwarfking.

At the close of CY 578, the army of Count Fedorik was composed as follows:

    1,000 heavy horse
    2,000 medium horse
    1,000 light horse (mercenary)
    3,000 regular infantry
    2,000 mercenary infantry
    5,000 levied infantry (60% hillmen)

It is expected that only about 2,000 dwarves — and possibly half that number of gnomes — will join the Count, since King Holgi has refused to leave the Iron Hills. Fedorik refuses to retract his statement that the Dwarfking's long beard caused the dwarven contingent to move so slowly against Herzog Chelor, for the Count's own troops were mauled when the dwarves were late in arriving during the pursuit of the retreating Provincials. There is no question but what the defending army of the Iron League will be badly outnumbered due to the rupture, but the Iron Hills are still relatively secure against invasion even though Holgi Hirsute stands separately from the allies.

Irongate: For all intents and purposes, the Free City of Irongate is a confederate of Onnwal, with or without the considerations of the Iron League. Cobb Darg, Lord High Mayor, is an able and intelligent statesman. While his economic ties with agrarian Onnwal are as close as can be, the Mayor carefully nurtures Irongate's relationships with all members of the Iron League, the Dwarfking of the Iron Hills, and the courts of Chathold and Rel Mord.

Cobb Darg observed the events of the preceding two years with considerable interest and great concern. When Herzog Chelor took the field, Irongate called up its companies of (pole-armed) infantry and alerted the general militia of the city to be ready to stand to arms. The majority of Irongate's light infantry border guards were sent to discover what the Provincials' movements were, and 1,000 of these troops actually assisted Holgi's army when it defeated the Herzog's force in 578. When the Provincial armies joined, the 1,000 armored crossbowmen of Irongate were sent by ship to Idee. The Free City's forces now stand as follows:

    200 light cavalry (scouts)
    1,000 regular infantry (marines)
    2,000 levied infantry (at ready)
    2,000 light infantry (borderers
         and hillmen)

These troops can effectively defend Irongate, and some 5,000 are available to aid the demi-humans of the Iron Hills, should the need arise and no direct threat to the Free City is being posed. Although no more than 8,000 — 10,000 dwarves and 2,000 — 3,000 gnomes are

available to defend Holgi's realm, the addition of the Irongate contingent is hoped to make the prospect of contending with such a force in the rough hill country unpalatable to the Provincials. At the same time, Cobb Darg is using all of his efforts to heal the breach between Idee and Holgi Hirsute, for a united front will certainly be more able to withstand the expected onslaught.

Onnwal: Several naval actions were fought in 577 between Onnwalish ships and Provincial ones. These battles took place in both Relmor Bay, where the Herzog wishes to close off trade between Nyrond-Almor and the Iron League, and in the Sea of Gearnat. No decisive engagement occurred, however.

Coupled with the usual freebooting and piratical activities common to the waters around and the waters frequented by the shipping of Onnwal, Count Elverd (of the House of Destran) had no easy time. CY 578 was better, with victories over the Pirate Blidg Fanger fought near Blue (Pomarj) with a huge amount of loot captured, and then a squadron action off Norland Point when raiding ships from Ahlissa were caught in Dunhead Bay (between Onnwal and South Province) by four warships. The latter brought considerable irritation to Herzog Chelor, for Onnwalish vessels then began raiding in Relmor Bay and along the coast of Ahlissa from Prymp to Galdol below the Tusk (ES-159 and F3-160 respectively). This caused the Provincials to withhold several thousand troops from the army being mustered at Zelradton.

A council of men and demi-humans was held at Killdeer (H3-158) in the autumn of CY 578. It was decided there that the dwarves and gnomes of The Headlands would help in the defense of Irongate if need be, but otherwise they would not become involved in human affairs.

The Free City, however, was indeed grateful for the promise of such aid, for nearly 1,600 gnomes and over 2,000 dwarves of excellent fighting skills helped assure Irongate's ability to withstand attack.

Szek Elverd and his peers decided to reinforce the marine contingents about Onnwalish war vessels and to increase the size of both the regular army and the militia. From a strength of 1,600, the regular army was brought up to 2,400 men and 600 sergeants and officers. The militia now trains all able-bodied men between the ages of 15 and 45. There are about 4,000 now in training. One-third of the standing army, all light infantry, are to be sent eastward in the spring of 579, either stopping at Irongate, or moving on to aid Idee if the Free City is not being threatened.

IN SEARCH OF A JAMES BOND

by Mark Mulkins

When one first becomes familiar with the TOP SECRET® game, a question that is bound to arise is, "Which bureau would James Bond be working for within the structure of the game?" Since nine players out of ten who get involved in the game have visions of 007 racing through their minds while they are playing, the question merits an answer.

The answer is, of course, that he would be working for all three operational bureaus at the same time. "But," exclaims the player, "how can that be if you have to sacrifice experience points whenever you have to transfer from one bureau to another?" The bulk of this article addresses that particular question.

Practically every Administrator who has set up a TOP SECRET campaign has encountered at least one player 'who wants to do it all. This player is not happy to do missions in just one bureau. He grouses about not getting experience points for doing things that would earn experience points in a different bureau; he complains loudly that he is getting tired of having to perform the same kind of mission repeatedly; and he screams in anguish when the Admin points out that if the player switches bureaus he will lose all of his accumulated experience points.

Essentially, this author is in sympathy with the player. When one stops to think about the psychology behind the bureau system, it must be realized that the missions that agents are going to be assigned to are not cut and dried. This is made quite obvious when the different bureaus are studied in the light of what takes place during an actual mission. For instance:

Investigation Bureau: Basically, the agent must be a snooper. It will be his job to get information about the wrong-doings (or right-doings) of a person or persons who do not want their activities known. Supposedly, the agent noses around until he gets an idea of what is going on, then reports home, and that will be that. But is anything ever that simple? Here are some of the occurrences an agent working for the Investigation Bureau is likely to encounter:

1) The most likely occurrence is that the bad guys (the other team is always referred to as "the bad guys") will discover their operation was or is being observed. They will understandably do their best to eliminate the snoop. Wouldn't it be extremely beneficial if they investigating agent could do a better job of rub bing out people than the people he's investigating, just so he can get his information home?

2) So the agent happens to get away; what happens next? Of course, the bad guys are not going to sit around waiting for the Home Office to act on the agent's findings. They are going to step up their timetable. Realizing that, it becomes the agent's responsibility to foil whatever new scheme is afoot. One of the easiest ways to halt an operation is to abscond with an essential element of the project. It may not halt the bad guys indefinitely, but it may delay them long enough for the cavalry to arrive.

3) Now that the bad guys have had their sinister plot ruined, what are they going to do about it? Like anybody else, they do the best disappearing act they can and start formulating some new nefarious scheme. And now the agent has the "new" task of tracking down the same bad guys again and trying to find out what is coming up.

By strict definition, only an agent assigned to the Assassination Bureau would receive full experience points for occurrence #1. Similarly, in occurrence #2 only an agent working for the Confiscation Bureau would get full points. And so the very agent who risked his life in #1 and #2 must content himself with what meager experience points he derives from occurrence #3 — merely because of the technicality that he is assigned to the Investigation Bureau.

Confiscation Bureau: Here, the situation is very similar. The agent can think of himself as Alexander Mundy, and the Admin as Noah Bain. It will be the agent's job to get possession of an item or items the bureau wants — and obviously this will be something that somebody else wants just as badly, if not moreso. So, in goes the agent and what happens?

1) He may be armed with the best knowledge available of where the item is and how it is guarded, but he is likely to discover that some flourishes were added to the game plan, mainly because the bad guys got edgy about the snoop that was poking around last week. So that means the agent has to do some up-to-the-minute snooping himself.

2) Once having acquired the desired object, the agent will more than likely have to get out and back to Home Base by the quickest means available. That may entail swiping a car or plane from the bad guys.

3) And all the while the agent is trying to get home, the bad guys are doing their level best to kill the agent. If the agent had a lick of sense, he would try to even the odds during the trip by disposing of some of his pursuers.

Once again, the agent only gets full

experience points for one section of the mission. In this case, an agent working for the Confiscation Bureau gets full points in occurrence #2, but he would have to be assigned to the Investigation Bureau to get full points for #1 and to the Assassination Bureau to get full credit for #3.

Assassination Bureau: Which brings us finally to one of the things man has always done best: thinking of clever ways to violently reduce the population level, generally without the approval of the people being reduced. So the Bureau has decided that someone has to go, and in goes an assassination agent:

1) He can be equipped with the best information available, but the agent is still going to have to assess the situation himself, if only to prevent the mistake of blindly walking into a trap. That means he's going to have to nose around somewhat to verify his information.

2) Obviously, the person who is the target is not going to willingly roll over and die. And if he is important enough for the bureau to want him dead, he is important enough for somebody else to want to keep him alive. And since violence begets violence, there are probably going to be people trying just as diligently to kill the agent as the agent is trying to kill the target. It isn't too surprising to see a lot of (not necessarily innocent) bystanders get snuffed out on a mission of this sort.

3) Once the job is over, the agent needs to assess two things: (a) Did the victim leave any physical effects that may prove just as dangerous in the wrong hands than as if he were never disposed of? And, (b) what is the fastest way out?

An affirmative answer to (a) means that the agent may have to steal an important item, and (b) may require the theft of a vehicle. Either way, the assassin may may have to steal something.

Here again, under the TOP SECRET rules, the agent receives full experience points for chores directly related to his bureau's function (#2) but gets shafted for the other things he does (investigation for #1 and confiscation for #3).

Categories of experience

The hypothetical situations set forth here will not be representative of the majority of missions an agent will be sent on. However, they do present a good argument for players who want their characters to be multi-talented and to accordingly receive experience points for the various tasks they perform.

So why not oblige them? It's really not that hard. After all, there are only three categories to classify activities into, and there should be little if any difficulty determining which bureau a given chore falls under. The only thing to be careful

about is to make sure an agent does not receive double credit for the same action. For instance, an agent should not get points in both the Assassination and Confiscation categories for a successful kidnapping; that act is strictly a function of the Assassination Bureau. However, if the agent stole a plane with the target on board, then he would receive points for the kidnapping under the Assassination section, and points for the skyjacking under the Confiscation section.

At this point, some Administrator is likely to ask, "But how will I know what kind of missions to design for these multi-class agents?" That is a very relevant question. The truth of the matter is that—and this is probably the main reason why the game was designed with three bureaus in the first place — most operational organizations set up their activities such that there are three distinct departments.

That fact does not undercut this article's argument, however. Most organizations realize the value of giving their field agents at least sketchy training in each of the three categories before sending them on a mission. Then the agent is assigned to one of the bureaus, usually the one that he showed the most aptitude for. Later on, the agent may get loaned to another bureau (which is quite common), or he may voluntarily transfer to another bureau, just for a change of pace. This practice is not discouraged for two reasons: 1) The people at the top realize that if an agent falls into a routine, he may "go stale"; and 2) Those same people realize the benefits that accrue when their agents have well-rounded backgrounds. Once an agent transfers to another bureau, he does not "lose" the experience and talents that he had previously picked up merely because he has switched jobs. Instead, that experience and talents make his new job somewhat easier.

So why take away experience points from agents who transfer bureaus? The crux of the matter is that just because an agent switches from the Confiscation Bureau (in which he was, say, third level) to the Investigation Bureau, why should he suddenly steal like he is nothing but a first-level Investigator? Admittedly, it may be argued that once an agent is in the Investigation Bureau, there is less emphasis on anything that involves stealing or confiscation. But nevertheless, some thought and planning must go into those operations as well. The best argument for the opposing view (keeping a distinct difference between bureaus) would still make it possible to justify awarding an agent at least half credit (in terms of experience points) for performing activities outside his specialty.

Special Missions Bureau

Having come to the conclusion that

agents should receive experience points in all three fields at once, it becomes prudent to offer another suggestion. It can be a real pain for an Admin to run an agent in all three bureaus simultaneously; a suggestion designed to alleviate this is the institution of an entirely separate bureau, called the Special Missions Bureau, that combines the features of the other three.

Some Admins probably have already conceived of a sort of Special Missions Bureau, so this is probably not a startling new idea. But it is worth considering in detail. The need for such a bureau becomes obvious the first time an Admin has a tenth-level Assassin encounter difficulty trying to steal a car for a getaway — something which would be a simple operation for an agent of any level in the Confiscation Bureau. After all, how difficult is it to envision James Bond getting nailed stealing a car?

There are two possible approaches to the Special Missions Bureau: the team approach (Mission: Impossible) and the individual agent approach (007). With the team approach, the Admin merely takes the top agents from each bureau and pools them together for a mission; very simple, and that is the total extent of the bureau. The individual approach, on the other hand, is appropriate for any egomaniac agent who insists on doing everything single-handedly (an Admin is bound to run into someone who falls into this category sooner or later). The guidelines proposed below will be very stringent for those egomaniac players, but also can be very rewarding.

Phase One, rounding out the agent: It will be in the interests of the Admin in charge of a Special Missions Bureau to have any prospective agents for such a bureau demonstrate great talents in each of the three operational areas. The best way for the agent to demonstrate those talents is to achieve fourth level in each other bureau. By doing that, the agent has proven his adaptability and his ability to survive (after all, a Special Missions Bureau would not want to go to the expense of taking on a new agent and then have him killed on his first mission). It is suggested that while the agent is in training in the other three bureaus, the Admin should award full experience points in each category for whatever the agent does — no matter which bureau he is assigned to then. It will speed the agent's development and get the real show on the road a lot more quickly.

Phase Two, initiation and development: Having proven his worthiness, the agent is now eligible to join the Special Missions Bureau. He must surrender *all* of his accumulated experience points, but in exchange he gets a number of benefits that he would not obtain otherwise. The scale that he will now be working on for experience points is as follows:

Special Missions Bureau

Level	Title	Experience points
1	Agent	0
2	Effective	6,000
3	Operative	12,000
4	Troubleshooter	18,000
5	Penetrator	26,000
6	Infiltrator	34,000
7	Special Agent	42,000
8	Artisan	50,000
9	Elite Agent	60,000
10	"00" Agent	75,000

Each level above 10th costs another 25,000 experience points,

Benefits: As can be observed, it takes quite a few points to go from one level to another, but there are these compensating factors:

1) The agent receives experience points for whatever he does, whether it is snooping, stealing, or shooting.

2) The *bonus* points that the agent receives as reward for a good mission are *not* divided by his current level.

3) Once per level, the agent may state to the Admin: "That did not happen." That is, the trap did not spring, a shot that would have killed the agent actually missed, and so forth. (The rationale for this benefit is that a highly skilled agent should not be eliminated just because of blind, dumb luck. If, on the other hand, bad things happened because the agent did something outrageously stupid — like jumping out of a plane without a parachute — the Admin should still not worry about allowing this "escape hatch": If an agent is that stupid, he will exceed his quota of pardons soon enough.)

4) For each level the agent achieves, he has allocated to his service a fighting force of ten men. These men are *not* agents; they are the cavalry, the Marines, or whatever the Admin wants to think of them as. They may be called in to help the agent *once* during a given mission. Their exact capabilities (weapons carried, martial arts ability, etc.) should be determined by the Admin, keeping in mind that the higher the agent is in level, the more capable the force should be. If the force suffers any casualties during a mission, they are replaced by the time of the next mission.

If anyone is of the opinion that agents of the Special Missions Bureau have been given too many advantages, he should stop long enough to consider the position of such an agent: It will take two or three times longer for him to move up one level than an agent operating within a regular bureau. Furthermore, the Admin should make a point of assigning Special Missions agents only to the most dangerous, grueling missions that can be conceived.

Phase Three, retirement: If an agent is fortunate enough to reach 10th level, or exceed it, the Admin should think about retiring him. After all, if the agent is that good, he has more than likely become a legend in his own time. Along with that status goes recognition — an agent's worst enemy. The agent is no longer functional when people recognize him on sight. And if he has attempted to keep his appearance and identity concealed from public knowledge, he has more than likely had so much cosmetic surgery and had his face lifted so many times by now that he is wearing his chin on his forehead.

The Admin should suggest that the player retire this character to the Hall of Fame, but he should not be too surprised if the player refuses— in which case, the Admin has the option of assigning all his other agents to a really fun mission: the kidnapping and exile of SuperAgent to Retirement Island.

The foregoing offers a framework for establishing and operating a Special Missions Bureau. The fine details are left up to the Admin. The only thing to always heed above all else is that the assignments given to agents of the Special Missions Bureau are really *special,* requiring the services of a special breed of agent — in essence, if not in actuality, a James Bond,

The RASMUSSEN Files

SPY'S ADVICE

by Merle M. Rasmussen

How are language fluency ratings raised?

Language fluency increases two ways. Refer to the section of *Improvement of Character Abilities* and treat separate languages as Areas of Knowledge (AOK). Or, complete the Language & Culture Course (Rasmussen Files, DRAGON™ #51.

* * *

Do agents shot in the arm or leg whose Life Level drops to zero die or just become unconscious?

Such an agent is unconscious and bleeds to death in 5 minutes unless aided by an agent who completed the First Aid course and carries a standard household first-aid kit. (Rasmussen Files, DRAGON #47).

* * *

How do player characters *lie* to one another?

Just as you and I talk to each other. If I lie to you, I don't roll dice or compare numbers, I just talk. If you trust me, you trust me; if not, you don't. You're not controlled by the numerical odds. Watch DRAGON Magazine for player character reactions.

* * *

How is a constant time frame between teams maintained?

This is one of an Administrator's toughest jobs. I've even run between groups for each bullet in a gun battle to keep teams synchronized. If one team sends a five-second message, the other team should get to send a five-second message. At tournaments we sometimes have a third party liason run between the two groups to keep them in synch. Continuity is one of the hardest jobs in the art of Administrating, especially since the nature of the TOP SECRET™ game causes players to break into small groups for their own protection.

* * *

How can player characters talk to one another without revealing their identities?

Have you considered having PC's write or type messages rather than speaking to each other? Watch future DRAGON magazines for more information on PC communication and multiple Administrations campaigns.

* * *

Why don't shots that miss have a chance to hit bystanders?

On a miss, roll to see which event occurs using the Hit Weapons Table, disregarding weapon damage. You also can try to determine the path of the projectile and allow it to strike the object or person behind the target missed.

* * *

On page 25 under "Hit Weapons," result C says consult "Intercept Chart." Where is this?

You're powers of observation embarrass us. The Intercept Chart was edited out of the manuscript just hours before the TOP SECRET game went to the printers. Unfortunately, references to the chart were *not* removed. Please disregard the reference, but watch DRAGON Magazine, where an Intercept Chart may be published in the future.

* * *

Agents A and B are engaged in hand-to-hand combat. B is knocked unconscious. If A shoots B, what happens? Is B dead?

According to the TOP SECRET (2nd edition) rules, HTH combat damage moves toward "subdual" and unconsciousness. Bullet or knife damage is real and the "real" damage reduces the Life Level of the Agent. If Life Level reaches zero, the agent dies, unless reached within five minutes by an agent trained in first aid with a standard first-aid kit.

Also, unconscious characters can be killed in one uninterrupted turn by an assailant's bare hands.

* * *

Can characters select a spy-related organization not connected to their country?

Yes. This is called treason.

* * *

What is the specific purpose of each section (bureau)?

Investigators are the eyes and ears of an espionage body. Confiscators are the hands, assassins the antibodies and protective organs, and technicians the supporting members, blood and legs of an organization. Administration is the brain.

* * *

What is point blank range?

Point blank range is a distance between an offensive fighter and victim measuring from touching to one meter away.

* * *

Is an agent's basic objective to keep a low profile and avoid combat or to be a trigger-happy mercenary?

The basic objective of an agent is to accurately perceive the situation and react in the manner most appropriate to that

situation. Agents should keep a low profile and avoid conflict as much as possible; combat often is unavoidable but should only be undertaken after all other options have been exhausted. TOP SECRET is played two major ways by two different groups I refer to as detectives and commandos.

* * *

Will the TOP SECRET rules be broadened, or will the game stay as it?

TSR Hobbies, Inc. has discussed rule expansions. Watch DRAGON Magazine for new TOP SECRET information.

* * *

What are thermite bombs and what do they do?

A thermite bomb does not explode but burns for 5-10 seconds, like magnesium oxide, temporarily blinding anyone viewing it. These bombs also melt through one-inch plate metal or asbestos walls, usually destroying flammable contents of safes or other heavy containers.

* * *

What are Light Intensifier Goggles and what do they do?

Light Intensifier Goggles electronically illuminate to daytime brilliance objects lit by the equivalent of starlight or a match. They are useless in complete darkness. If worn while viewing an explosion or an unexpected flash of light the wearer may be temporarily blinded.

* * *

What damage, etc. do throwing stars from *Rapidstrike* do?

Use the following stats for star-shaped throwing knives:

PWV: -11; PB:-5; S:-43; M:-200; L:X; WS:A; RATE:1; AMMO:-; COST:15; DECP:-3; HWV:25.

* * *

What is the damage inflicted by a knife, stiletto or similar weapon when used in a normal attack form against an enemy?

Second edition rules present knife fighting as a separate type of HTH combat with normal knife damage ranging from W to Z. The offender's HTH weapon value causes other injury modifiers:

Less than 25	+1
25-50	+2
51-100	+3
101-150	+4
151-200	+5
201-300	+6
300+	+7

Stilettos (HTH:14) have a +1 (plus one) injury modifier, beyond the W-Z damage.

* * *

What is the "to hit" probability for animals? How is their offense rating determined?

Animals don't have offense ratings. The second edition TOP SECRET rules include the following Animal Table:

Animal	L.L.	Damage	Animal	L.L.	Damage
Shark	+9	+5	Snake	-3	-5
Barracuda	+7	+4	Dog	+2	-1
Piranha	(6) -3	-4	Wolf	+3	+0
Crocodile	+9	+5	Bear, black	+5	+2
Leopard	+3	+0	Talking Bird	-4	-6
Ocelot	+3	+0	Falcon	-2	-2
Gorilla	+6	+2	Other	Adm. decision	

Random magic items

by Pete Mohney

The "random magic" tables presented below are suggested as an addition to the DM's available options when he or she is faced with rolling up a magic item to place in the lair of some ferocious beast, in the hands of an evil wizard, or hidden upon the person of an innocent-looking (but dangerous) tavern occupant, or any other place where magic is needed to be concealed. Highly conspicuous glowing swords, rich-looking rugs and crystal balls, rune-inscribed staves that draw stares, and other conspicuous sorts of magic items can be "replaced" by a small coin, a simple key, a bit of worthless-looking jewelry or a normal-looking article of clothing.

Most of the items, except for their ma-gadds to their "hideability" and makes them less likely targets for thieves and other greedy souls. Gems, pearls, and jewels should be of the lowest possible value (to outward appearances, anyway); clothing should appear torn, threadbare and weather-beaten; medallions and other items fashioned of metal would be lusterless and cheap-looking.

Ten percent of "random magic" items are cursed (roll on the Curse table). The other ninety percent have one power from the Powers table, and ten percent of those so empowered are assigned a class or subclass from the Special User Table, meaning that only the indicated character class or subclass can use such items.

Items which are small enough to be carried (and most of them are) must be kept or carried on the person of the owner for the magical powers (good or bad) to work. Items of clothing or adornment (jewelry, feather, etc.) must be worn in plain sight for the powers to work. Emptying the contents of one of the container-type objects (box of powder, for instance) permanently destroys the power, since it is contained in the object as a whole, not just in its parts or in the contents of a container. Alignment changes caused by these items will also cause a loss in level as per the AD&D™ rules. A Remove *Curse* will be effective against any cursed item before it is worn or carried in the manner necessary for the magic to work, except where it is noted that the curse takes effect "on touch."

Random Magic Table

01	cup
02	Fork
03-04	Knife
05	Spoon
06-08	Medallion with chain[1]
09-11	Featureless disc
12-15	Coin
16-18	Human bone
19-20	Monster bone
21	Insect part (giant)
22-23	Feather[1]
24	Gem
25-27	Rock
28-30	Pair of dice
31	Dried ball of clay
32-33	Brooch[1]
34	Belt[1]
35-36	Key
37-38	Statuette
39	Spike
40-42	Small wooden box
42-46	Sticks, wooden or ivory
47	Cloak[1]
48	Girdle[1]
49-51	Hat[1]
52	Gauntlets[1]
53-55	Mirror
56-58	String of beads[1]
59-60	Necklace[1]
61	Ring[1]
62-67	Holy symbol[1]
68-71	Bag of dust
72-75	Vial of liquid
76-81	Box of powder, dirt, etc.
82-84	Pearl
85-87	Small Iron Bar
88-89	Weapon amulet/charm
90-93	Magnet
94-96	Forked metal rod
97-98	Flask
99-00	Scarab

[1] — Considered an item of clothing or adornment; must be worn in plain sight for power to work.

Special User Table

01-20	Fighter, ranger or paladin
21-25	Ranger only
26-30	Paladin only
31-45	Magic-user or illusionist
46-49	Illusionist only
50-65	Thief or assassin
66-69	Assassin only
70-72	Bard only
73-93	Cleric or druid
94-97	Druid only
98-00	Monk only

Curse Table

01-08	+1 on armor class
09-15	-1 on all saving throws
16-25	-1 on prime requisite
26-34	-10% of hit points
35-44	One ability score (determined at random) drops 1-3 pts. one month after item is found[1]
45-59	Delusion: Character believes prime requisite raised to 18[1]
60-69	Alignment changes diametrically with respect to law and chaos, on touch[2]
70-79	Alignment changes diametrically with respect to good and evil, on touch[3]
80-89	Alignment changes diametrically; if true neutral, to random extreme alignment, on touch
90-93	Character loses 10% of all treasure owned, on touch
94-95	Character dies, saving throw vs. death magic allowed
98-00	Character loses another magic item (not this one), on touch

Curse table notes:

All curses which work "on touch" are effective once only.

[1] — Remove Curse negates this curse.

[2] — If neutral, change is randomly determined (law or chaos).

[3] — If neutral, change is randomly determined (evil or good).

Powers Table

01-06	-1 on armor class
07-15	+1 on all saving throws
16-21	+2 on all saving throws
22-31	+1 on prime requisite
32-43	+1 on random ability score
44	Prime requisite raised to 18, 1 turn duration, 1-10 times
45-48	Character gains 1 hp/level, on touch, once only
49-51	Character throws spells at one level of experience higher than normal, if character has spell-using ability; else no effect
52-57	Item cures 10 hp of damage per day (not cumulative)
58-59	Item cures 1 disease per week
60-64	Item allows character to control animals once per week
65-74	Item allows character to speak with animals
75-79	Item allows character to speak with dragons
80-86	Item allows character to speak with humanoids
87-90	Item allows character to speak any alignment tongue
91-94	Item allows character to speak any human foreign tongue
95	Character can turn spell (as the ring) once
96-98	Character can levitates (as the spell) 10 times, at sixth level of use
99-00	Character is instantly raised, at no constitution penalty, upon next death, once only

These items are not intelligent. The first five listed cannot make themselves known to user and work only when carried or worn properly; if lost or destroyed, they cease to affect former owner. Hit point gains become known only after saving owner's life or postponing death.

The dead black void of space stretched out in endless funereal silence, unbroken, unmoving. There on the bridge, as the ship hurdled through space at more than twice the speed of light, it seemed so peaceful — as if the ship were not actually moving at all, as if it hung forever suspended between the glowing blue balls of steadily-burning star-fire. The Captain relaxed a bit, settling more comfortably into the depths of his chair, releasing a long, deep sigh. It had been a long day.

Suddenly the Astrogater on the bridge let loose a scream that shattered the silence, and alarms sounded throughout the ship. Almost simultaneously, as the sound of running feet echoed down the fast-filling corridors, a Klingon ship materialized, as if from a mist, its phasers crackling forth pure blue bolts of raw lightning energy, stinging across the void, leaving behind the acrid tang of burnt ozone. The Captain stiffened, barking his orders with a seasoned control, a careful calm. But his heart kept pounding faster and faster, his mind a feverish blur of activity. The Klingons had invaded

FEDERATION SPACE

FEDERATION SPACE is a strategic level game for two to eight players, depicting the battles for Galactic Supremacy, fought by the eight major races of the galaxy, as introduced in *STAR FLEET BATTLES* and *STAR FLEET BATTLES EXPANSION #1.* Each race is dealt with on a ship by ship basis, instead of as abstracted fleets, using a simple system of tactical combat which realistically recreates the excitement of space combat. Complete rules are included with the game to cover the link to *STAR FLEET BATTLES,* as well as twenty-eight scenarios, and a campaign game.

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TASK FORCE GAMES
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New skill for DragonQuest
The versatile Magician

by Jon Mattson

The Magician in DragonQuest is a jack-of-all-trades in the field of magic. As such, he has a much greater variety of spells than the average adept of a specific college, but he never achieves the great power with each spell that a true wizard does. He can, of course, use all three types of minor magic (see Case 4.2).

A Magician must have a Magic Aptitude rating which is at least average (15). He is considered to be Neutrally aligned to all colleges of magic, and he will never be accepted into any of these colleges.

Aside from the exceptions noted below, a Magician is subject to all of the restrictions of any other spellcaster. A Magician can never achieve a rank of above 5 with any spell except Detect Aura; thus, he will never know more spells (other than Detect Aura) than are indicated by his Magic Aptitude score (see Case 34.6). He may increase his rank with rituals and talent magic normally, however.

1. *A Magician gains several basic rituals and spells at rank 0.*

At rank 0, a Magician is able to use the four basic rituals of magic; i.e., the Ritual Spells of Preparation, Purification, Investment, and Warding (see Case 32). In addition, he is able to learn one General Knowledge Counterspell of any college (again, the exact spell is his choice). Both of these spells are at rank 1 and may be increased through normal experience point expenditure.

2. *At rank 1, a Magician gains the Talent Magic spell, Detect Aura.*

This is the same spell that members of the College of Naming Incantations receive (see Case 39.3). It is the one spell that a Magician can increase beyond rank of 5, and he automatically has rank of 1 with it to start with.

3. *A Magician gains additional spells as he increases in rank.*

For each rank above 0, the Magician gains one General Knowledge spell or one General or Special Knowledge Counterspell of his choice from any college he wishes. He may not learn additional rituals in this manner. If he is of rank 6 or higher, he may instead choose a Special Knowledge spell of any college he wishes, subject to the following restrictions:

A Magician may never possess more Special Knowledge spells (including Counterspells) than General Knowledge spells.

A Magician may never learn Special Knowledge spells of a college which is oppositely aligned to any from which he has already learned other Special Knowledge spells. For purposes of this determination, the following colleges are considered to be oppositely aligned (in addition to those listed in case 34.1): Air Magics and Earth Magics; Fire Magics and Water Magics; Celestial Star Mages and Celestial Dark Mages.

These additional spells may be increased in rank through normal experience point expenditure, but can never be increased beyond rank of 5 (see Case 87.4).

4. *A Magician must spend (100 x rank) Silver Pennies per year on miscellaneous material components for spell research.*

Failure to do this decreases the Magician's rank with all spells by *two* until the fee is paid. Also, if the Magician acquires new spells (increases his own rank), he will have to learn them normally (taking a number of weeks equal to the ordinal number of the spell) instead of getting them automatically.

Note: A Magician who is also an Alchemist or an Astrologer may add 10% of the experience he uses to increase his Magician rank into one of these two classes for free, *if* he progresses in the Magician skill and the other skill simultaneously (up to two skills may be practiced at once; see Case 87.5).

Experience Point Cost Chart
Magician skill

Rank	Pts.		Rank	Pts.
0	1000		6	4000
1	500		7	5000
2	1000		8	7000
3	1500		9	10000
4	2000		10[1]	15000
5	3000			

[1] — And each additional rank beyond 10th

Additional note on magic weapons

Using the Ritual of Investment, adepts in *DragonQuest* are able to form certain "charged" magic items such as rings and wands. However, the only way to create a weapon which strikes more effectively in combat due to its magical nature is by using a Ritual of Enchantment, which is only available to members of the College of Ensorcelments and Enchantments. If the rules suggested below are used, any adept (or Magician, if the first part of this article is employed) can create magical weapons using the Ritual of Investment.

An adept may create a weapon which is temporarily magical by performing the Ritual of Investment on it normally, but casting no spell into it. Instead, he expends two fatigue points for each "plus 1" the weapon will have. Each such plus adds 3% to the base chance of hitting, effectively increasing the wielder's rank with the weapon by 1, and adding one to the damage done if a hit is scored. Thus, a *sword plus 3* would add 9% to the chance of hitting and do an extra 3 points of damage when it scored a hit. A weapon can never be given more plusses than the adept's rank with the Ritual. Such a weapon will have a number of charges equal to the adept's rank with the Ritual of Investment (see Case 32.3), and each successful hit on an opponent expends one charge. Anyone can use the weapon's magical properties once it is enchanted in this manner, but when it has expended all charges, it will revert back to a normal weapon.

A weapon can be made permanently magical by following the above procedure but expending one Magic Aptitude point per "plus" instead of two fatigue points. These specific MA points are lost *permanently,* since the adept is pouring his very life energy into the enchantment, but they may be regained through normal experience point expenditure. A permanent magical weapon has no charges, of course, and expends none, but it can only be enchanted up to an amount equal to one-half of the adept's rank with the Ritual of Investment, rounded down; i.e., an adept with rank of 5 in the Ritual of Investment could only enchant a plus 1 weapon or plus 2 weapon permanently.

Note that weapons can be given additional "charged" magical spells in the usual manner, even if they are already enchanted as described above. Thus, it is possible to have, say, a plus 2 (permanent) sword with a Spell of Creating Starsword (4 charges) in it. Also note that weapons can still be enchanted normally with a Ritual of Enchantment; these suggestions do not change that, they merely expand upon it.

GIANTS IN THE EARTH

CLASSIC HEROES FROM FICTION & LITERATURE
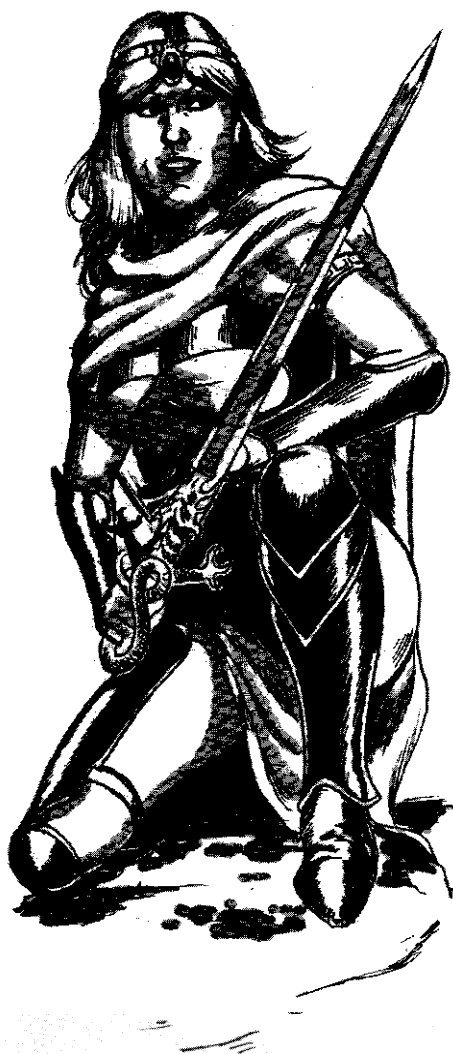
C.J. Cherryh's
MORGAINE

ALIGNMENT: *Chaotic neutral*
HIT POINTS: *116*
ARMOR CLASS: *1 (+2 chain, +2 dex.)*
NO. OF ATTACKS: *2/1*
DAMAGE/ATTACK: *Special*
HIT *BONUS:+ 5 (see below)*
MOVE: *12"*
PSIONIC ABILITY: *Nil*
STRENGTH: *15*
INTELLIGENCE: *17*
WISDOM: *18/61*
DEXTERITY: *16*
CONSTITUTION: *16*
CHARISMA: *18/11*
Half-elf 17th-level fighter,
3rd-level magic-user

Written by Pat Rankin

Morgaine is from a universe where an early civilization discovered or invented the ability to teleport via gates. These gates are controlled by a mechanical contrivance housed in a large cubical building. The lesser gates on a planet can transfer someone through space and/or time between each other. The master gate of a planet is physically located near the control center and has the additional capability to teleport to gates on other planets.

After the early civilization died out, the lone surviving gate was discovered by the *qhal* civilization. The *qhal* sent ships through space to other planets to construct more gates, thereby creating a chain of gates throughout their galaxy. They manipulated the planets and life forms they encountered as they saw fit (including transporting humans to many worlds). They often gated into the future to observe the long-term results of their experiments. Since they were afraid of the paradox which might be created, they refrained from travelling into the past, but because of this more and more of them gradually ended up stranded in the far future. Eventually, someone travelled backward in time through one of the gates and changed the past; thereby disrupting the fabric of time and space and destroying the *qhal* civilization. But the gates survived.

When the original civilization recov-

ered and redeveloped, those in charge (surprisingly rational but characteristically simplistic) resolved to try to destroy the gates. They decided to send a team through the chain of gates, to seal each link as it passed through, until eventually no other gates would exist and the team would end up in the void of space after sealing the last gate. They knew it could easily take more than one generation to complete the task.

Morgaine is the last survivor of the 100-member team sent out to seal the gates. She carries out her *Quest* with

fanatical dedication and with absolutely no regard for the consequences to each planet she passes through.

For AD&D™ game purposes, consider the *qhal* to be elves. Morgaine resembles a *qhal*, hence her appearance is that of a tall gray elf with frost-colored hair and gray eyes. She wears no helmet and her black armor incompletely covers her body, but consider it as +2 chainmail. She has a great white cloak which provides excellent protection against inclement weather.

Morgaine is a brilliant tactician and an expert observer. Her fighter level reflects these skills more than it reflects individual combat ability. She will avoid confrontation if possible and attempt to destroy an adversary at a distance if conflict is unavoidable. She does not cast spells as such, but in the course of her travels she has picked up much knowledge of magic use and will use scroll spells or magical devices to accomplish her goal.

Morgaine's most visible and perhaps most formidable weapon is her sword *Changeling*, but her principal means of attack/defense is a small black object, presumably magical in nature and shaped like a hand-held phaser (a la *Star Trek),* with two modes of firing. The first is a white beam which leaves no visible wound *(magic missile x1,* 3-6 HP damage). The second mode of firing is a red beam that does fire damage (as an acorn *fire seed +2,* 4-18 HP damage, flames burst in a ½" radius on contact; see 6th-level druid spell *fire seeds).*

Although this device has many properties of a magic wand, its effect is that of a missile weapon with a normal chance to hit and the range of a heavy crossbow. Morgaine fires it at +5 to hit. It can fire twice per round but requires two full rounds of inaction to change from one beam type to the other. It can be fired up to 100 times before it must be recharged. (It is recharged by sunlight, but if someone steals or captures it he/she won't know that, even if he/she has seen Morgaine use it. The recharging is accomplished at the rate of 1 charge gained for each hour of exposure to direct sunlight.)

Her other possessions include a short sword (her honor blade; see description

of Vanye below) and her medical kit. Treat the kit as a jar of *Keoghtom's Ointment* — 5 applications that cure poison or disease when taken internally, or can cure 9-12 points of damage when used externally. (The kit is recharged by sunlight at a rate of 1 application per week; it can be recharged 4 more times before it is functionally exhausted.)

Morgaine rides a gray medium warhorse named Siptah; he carries her as a light warhorse.

Morgaine is paranoid about her ownership of *Changeling* and usually sleeps with it in her arms. She is manic depressive and periodically becomes irrational about her desire to get on with her quest. At these times she's especially dangerous, although it's always as dangerous to be her ally as it is to be her enemy. She probably began her career as lawful good in alignment, but she is definitely chaotic neutral now.

Morgaine speaks several languages, but they are all from worlds long past; she speaks elvish that is generally understood by elves of all worlds. (At the DM's option, she can speak common with an archaic accent.)

Morgaine will not turn up because of wanderlust or the whim of some god. She is on a specific quest which is all-consuming, and she pursues it with ruthlessness. Her conscience often makes her regret the past, but it in no way influences the present. She is quite capable of raising vast armies and sending them to their doom if it serves to benefit her personal quest. She'll sacrifice anything or anyone, including Vanye, for its furtherance. Her companions often end up in *Changeling's* void.

Changeling

Morgaine's sword *Changeling* (chaotic evil in alignment) is a powerful artifact created by a former comrade. Its golden hilt is in the shape of a dragon with the blade held in its teeth, forelegs stretched to form the crosspiece, and the tail curving around as a hand guard. Its sheath is plain and ordinary, except for its ability to quench *Changeling's* powers.

The sword's blade is like a shard of glass. It is intertwined with runes which spell out the total operation of the gates and their control centers. When it is unsheathed, the blade glows with bright opalescent light, making the runes almost impossible to perceive. At the blade's tip is a warp in space similar to a *sphere of annihilation.* This hole shows stars shining through; a howling wind is sucked into it, and the air and other debris is teleported out into space. The sword is itself a gate. Anyone or anything coming within range (long sword range, no roll "to hit" required) is teleported away (roll only once each time *Changeling* is unsheathed):

d%	destination	result
01-05	gate, this world	disorientation, shock
06-30	gate, another world*	disorientation, shock
31-90	outer space*	death
91-00	void	non-existence (as per DMG)

* — Roll again for beings from another plane; they are returned to that plane on a roll of 21-80.

After *Changeling's* teleporting power is used once it has been unsheathed, Morgaine can attack with the blade at +5 to hit and to damage (anyone else holding the sword attacks at +3).

The sword can attack once every two segments. However, wielding it drains 1 point of strength per round, 1 constitution point every other round, and 5 hit points after every third round of continual use. Hit points are recovered in the

normal way, constitution points are recovered at the rate of 1 for each hour of light activity, and strength points at the rate of 1 point per two turns (3 per hour) of complete rest.

When unsheathed, *Changeling* confers a +5 protection from magic within a 10-foot radius. (Even when sheathed, it provides +2 protection within a 5-foot radius.) Used defensively, the sword can intercept missiles and send them into the void or distort their flight. Morgaine's armor class is bettered by 8, Vanye's by 4, and anyone else trying to wield it gets a +2 bonus to AC. Using the unsheathed sword in this relatively passive manner drains the wielder of strength, constitution, and hit points at half the rate of using it offensively. When *Changeling* is unsheathed, all characters within sight of the weapon suffer a -40% morale penalty.

Changeling can locate gates, and can

guide someone through their control center so that he or she can shut down the master gate without otherwise knowing how to operate it.

The only way to destroy *Changeling* is to throw or bear it unsheathed into a gate. The sword (and the perpetrator) and the gates on that planet are thereby destroyed in a series of tremendous implosions.

VANYE
7th-level fighter
ALIGNMENT: *Lawful neutral*
HIT POINTS: *63*
ARMOR CLASS: *3 (+1 chain, +1 dex)*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *7-8 (+2)*
HIT BONUS: *+1 (+3)*
MOVE: *9"*
PSIONIC ABILITY: *Nil*
STRENGTH: *16*
INTELLIGENCE: *13*
WISDOM: *9*
DEXTERITY: *15*
CONSTITUTION: *17*
CHARISMA: *13 (8)*

Vanye is Morgaine's henchman, and addresses her as *"liyo."* He is *ilin* to her: superhenchman — a sort of mercenary-cum-slave. She tricked him when she claimed him, which is done-by giving food and shelter. An *ilin* must serve for one year from the time of claiming, or until a specific task (in this case, Morgaine's quest) is performed. The *liyo* must provide weapons, food, and shelter for the *ilin* and his mount.

Vanye became an *ilin* when he slew his eldest brother and maimed the sword hand of his other brother, then refused to commit suicide. His father cut off his warrior's braid, labeled him a coward, and broke his honor blade.

Vanye's hair has since grown back, and he again wears the warrior's braid of his homeland. He has brown hair and dark eyes, and is of medium build. A distinguishing mark is a pair of parallel scars in the palm of his hand. He wears chainmail and a peaked helm with a white scarf tied around it (the sign of an *ilin*). He normally wears his sword on his shoulder or hung from his saddle horn beneath his knee. A hook on his sword belt lets the scabbard slide from his shoulder down to his hip, where the blade is ready to be drawn. The short sword on his belt is his honor blade, used for suicide and certain other rituals such as administering a *coup de grace.*

Vanye's favored weapon is the long sword. He is also proficient with the lance, axe, and composite bow. He attacks at +1 to hit/damage due to his recklessness, and he gains an additional +3 to hit when mounted. He won't use his honor blade to fight with, but he might use it to save his own life, and he'll definitely use it to save Morgaine's life.

Vanye is fanatically loyal to Morgaine. Once lawful good, he was forced into neutrality due to kinslaying and the fact that he originally considered Morgaine to be evil. However, he is still lawful (due to his adherence to the *ilin* code, not his loyalty to Morgaine). Morgaine never tells her plans to anyone, but Vanye might do such a thing, or he might otherwise disobey her if he thinks he can help her in spite of herself.

His full name is Nhi Vanye i Chya, meaning that his father was of clan Nhi and his mother from clan Chya. He is independent, stubborn, reckless, a good warrior, an excellent horseman, and "honorable to the point of obsession." These are all considered traits of clan Nhi. He also has a fierce pride that can override his common sense, an artistic aptitude, and volatility, all acquired from his Chya heritage. He mistakenly considers himself to be a coward, and there is a 25% chance that when encountered he will have shorn off his warrior's braid, thereby reducing his charisma to 8 (due to his self-perception, not necessarily his appearance). This is in spite of the fact that *ilinin* traditionally have no honor of their own; their *liyo* is solely responsible for their actions and can order them to perform dishonorable deeds.

Vanye grew up as an illegitimate son in the hall of the clan-lord (his father), with two legitimate, older half-brothers. When he sees mistreatment that reminds him of his youth, or any mistreatment of horses, he becomes sorely tempted to try to put things to rights. However, Morgaine almost always frustrates him by ignoring the situation or ordering him not to interfere. In spite of his honor, Vanye is not above stealing a horse if its owner has wronged him in some substantial way. (Ownership can be stretched to "blame" a village, a clan, or even an entire country if necessary.)

Although he has met the conditions set by Morgaine for his service as *ilin,* he stays with her anyway. Her quest is gradually becoming his own, and he'll definitely try to continue if she is somehow defeated. He knows how to seal gates from the control center, and if prevented from doing that he will bear *Changeling* into a gate to destroy it. Neither Morgaine nor Vanye will ever leave the sword behind. Vanye has seen *Changeling* in action numerous times, and he is very cautious about avoiding it when it's unsheathed. When in desperate need, he will bear *Changeling* after Morgaine tires (due to loss of strength, etc., from extended use of the sword). This is the only time she will voluntarily relinquish possession of the sword.

Additional notes to the DM

If Morgaine is introduced into your campaign, then the world she is encountered on is now the tail of the *qhal* chain. When (not if!) she succeeds in locating the control center, sealing the controls (irreversible, but with a time delay), and

traversing the gate, all the gates on the world will be deactivated permanently (and certain people and/or cultures that depended on gate power will be diminished or destroyed). However, you might choose to use other, *non-qhalur* gates relying on other technology/magic, but they should allow teleportation through space only, not time (a generally good idea anyway).

Morgaine's presence and/or political manipulations will usually create havoc even before she deactivates the gates at her passage. Rumors of her existence probably preceded her, circulating by means of other gate travellers or the victims of *Changeling*. She is often considered a god or a demon (or both). If *Changeling* is somehow captured or stolen, she will strive to recover it at any cost; at the very least, she will see to its destruction.

If you have drow in your campaign and they have political power, then they probably control the master gate and/or its control center. Possibly they control some or all of the other gates as well. Normal humans will fear and shun the gates and the "evil fires of their magic." If the drow have no political power, they might try to use Morgaine's presence to gain it (by playing on fears of her powers or her actions).

Bibliography: *Gate of Ivrel, Well of Shiuan, Fires of Azeroth* (paperbacks, DAW Books), all by C.J. Cherryh.

Lynn Abbey's
RIFKIND

Written by Roger E. Moore

14th-level fighter,
16th-level cleric
ALIGNMENT: *Lawful neutral*
HIT POINTS: *86*
ARMOR CLASS: *4*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *1-8 (+1) or 1-4 (+1)*
HIT BONUS: *+1 (+3 w/missile weapons)*
MOVE: *12" (24" mounted)*
PSIONIC ABILITY: *246*
  Attack/Defense Modes: *All/All*
STRENGTH: *17*
INTELLIGENCE: *17*
WISDOM: *18/94*
DEXTERITY: *18/89*
CONSTITUTION: *11*
CHARISMA: *6*

Rifkind was born in a nomad tribe on the steppes, and from her childhood desired to become a warrior; this uncommon sentiment was given encouragement, though grudgingly, by her father, who was the chieftain of her tribe. By sheer force of will and practice, Rifkind not only mastered the arts of fighting but

learned to master the clerical arts as well, and became a priestess of the "Bright One," goddess of the moon.

While she was away one day, her weakened tribe was massacred. Having already been regarded as an outcast by them for her behavior and her independence, she left with few regrets and sought to fulfill the will of her deity upon the earth by undertaking a number of dangerous adventures against her deity's enemies. Her travels have taken her the length and breadth of Dro Daria, her home continent, and it is conceivable she might be encountered in other universes as well, still acting as her deity's agent.

Rifkind has long black hair, usually kept woven in a long braid down her back, and golden-tan skin. She is rather short in height, about 5'6", and her sword nearly scrapes the ground. Her height, however, doesn't hamper in the slightest her fighting ability.

For armor she wears a close-fitting leather tunic and trousers, with a black cape over her shoulders. Her appearance is rarely disguised, and she sometimes enjoys the effects her barbaric/nomad dress has upon more "civilized" persons.

In combat, Rifkind is an extremely dangerous opponent. Upon her person she usually conceals 7-10 daggers, all balanced for throwing and within easy reach of either hand. She prefers fighting with her slightly curved longsword and uses a dagger as a main-gauche, though she can strike with the sword and throw the dagger in the same round if desired, drawing a new dagger for use in the next round of combat as well.

In her hair is an elaborate haircomb, which she will use as a last-resort weapon. It may be hurled as a dart and is poisoned; anyone struck must save vs. poison at -4 to avoid death.

Though Rifkind has also mastered the short bow and can use it with ease on foot or when mounted, she does not like long-range combat and considers it dishonorable. In extreme cases, however, she has been known to use poisoned arrows if her opponent is an exceptionally powerful spell caster and/or is summoning a deity to fight Rifkind.

Rifkind's senses are so acute that she can attack unseen opponents with only a -1 penalty to hit, and she can make her way through darkened tunnels without problem. She can move silently with 85% success, hide in shadows with 75% suc-

cess, surprise opponents on a 1-4 on d6, and is surprised herself only on a 1 on d12. She can shriek a war cry upon entering combat, a sound so blood-curdling that all enemies fighting her must make a morale check and will fight with a -2 on reaction dice for the first round. Rifkind's injuries heal naturally at three times the normal rate.

Rifkind's mount, Turin, is a chestnut-brown light warhorse with double normal hit dice and maximum hit points. Turin has two black horns projecting from his head and can use them in combat to do 2-8 points damage to opponents, as well as 2-5 points damage per hoof, even when being ridden. Turin is rather perceptive for a horse, having an intelligence of about 7, and regards only Rifkind as his master. The two of them communicate through Rifkind's psionic powers (explained below).

Rifkind is aggressive, dauntless, very suspicious, and has a very high regard for her own personal safety. She carefully considers all aspects of a particular problem before acting, but may be quick to anger (though she may not attack). She is very self-confident, though somewhat self-critical; under great stress she can mask her concerns and continue to appear confident even if she is not. Rifkind habitually hides her true feelings from all but her most trusted allies. If she must kill, she does so quickly and without regret. She is something of a loner, but will battle to the death to protect her friends even if she believes herself to be doomed.

Though Rifkind is strongly motivated to heal and alleviate suffering, and is exceptionally dedicated to her deity, she tends to see herself primarily as a warrior more than a cleric, and acts that way most of the time. Her empathy and compassion suffer at times from this orientation, and she often uses Turin's perceptions of emotions in others (through telepathic communication with him) to balance this deficit. Rifkind rarely uses spells in combat unless facing powerful opponents or spell casters of any sort. Having been raised in a nomad society, Rifkind cannot read or understand any written materials (even magical scrolls), but she has never had a need to know how to read and is not hampered by this at all.

On Rifkind's right cheek has been implanted a silver crescent, the symbol of the "Bright One." She has no need of any other holy symbol as such, and can turn undead and demons simply by concentrating and commanding it to be so. She can sense the direction from which a magical spell was cast at her with 75% accuracy.

In the world of Dro Daria, magical (including clerical) and psionic powers are all referred to as "tal," roughly analogous to "internal power" or "soul." Rif-

kind's "tal" powers basically conform to clerical and psionic abilities as described in the AD&D™ rules, and it is possible that her goddess has gifted her with extra psionic capabilities as well as her normal clerical spells. Rifkind possess the Minor Devotions of *Animal Telepathy, ESP, Clairaudience, Clairvoyance, Precognition,* and *Sensitivity to Psionic Impressions,* as well as the Major Science of *Telepathy.* When using *Animal Telepathy* with Turin, she gains a +4 saving throw vs. all illusions and phantasmal forces. All of these powers operate at the 16th level of mastery.

Rifkind may use up to two psionic powers simultaneously and cast a spell as well, for as long as her psionic strength points hold out. She will not be able to attack psionically while doing this but can put up a psionic defense; she cannot make psionic attacks while spell-casting, either.

Rifkind's necromantic spells are severely limited. She cannot raise the dead in any manner, and curative spells cause her to become exhausted if they are extensively used. The casting times for her healing spells are about ten times longer than the times listed in the Players Handbook, and healing spells applied to wounds caused by purposeful violence (like combat) take longer still, perhaps up to one turn (10 minutes) per spell level. It is possible for a patient to die, from shock or blood loss, during this time. Rifkind's material components for her spells may differ widely from those listed in the Players Handbook, but she makes sure she has sufficient supplies and equipment for any event. After having cast a curative spell, Rifkind will rest for one turn per point of damage healed; for this purpose, diseases and poisons

count as 24 points of damage each.

The spells which Rifkind typically uses are as follows:

First level: *Bless, Command, Create Water, Cure Light Wounds (x3), Detect Magic, Remove Fear (x2).*

Second level: *Augury (x3), Chant, Detect Charm, Resist Fire, Slow Poison* (x2).

Third level: *Cure Disease (x2), Dispel Magic (x2), Glyph of Warding, Prayer (x2), Remove Curse.*

Fourth level: *Cure Serious Wounds (x2), Divination* (x2), Neutralize Poison *(x2), Protection from Evil, 10' Radius.*

Fifth level: *Commune, Cure Critical Wounds* (x2), *Dispel Evil,* Ethereal *Spell.*

Sixth level: *Conjure Animals, Mind Blank, Word of Recall.*

Seventh level: *Shapechange.*

Notes on spells:

Slow Poison has a 50% chance of neutralizing poisons as well, as per the spell.

Neutralize Poison functions only on non-living objects and materials, such as food, drinks, well water, etc.

Ethereal Spell is a new spell that allows the caster to go ethereal and move about; *see Astral Spell* for casting time, duration, and so forth.

Mind Blank is used as per the 8th-level magic-user spell.

Shapechange is used as per the 9th-level magic-user spell, though only animal forms may be assumed.

Rifkind is on reasonably good terms with nearly all the deities of Dro Daria's current pantheon, having successfully defended a powerful artifact known as the Well of Knowledge from an evil demigod who planned to use it to destroy or drive away the pantheon (including Rifkind's goddess). Because she is her deity's favorite cleric, and because other gods like her as well, Rifkind may unexpectedly manifest magical powers far beyond normal in life-threatening situations; such powers may include spells similar to *Power Word Kill.* Such unexpected powers have a 5% chance of occurring in any life-threatening situation which Rifkind finds herself in; if she is wounded while using these special powers, the casting of such a spell will be uninterrupted and will be completed as though the wounding did not happen. Rifkind herself has no idea what sort of power will be granted to her or when it will occur, much less who it is that grants the power.

Rifkind will rarely intervene in any situation unless it directly concerns her or her deity. She may not even take action if a crime is occurring, being conscious of her own safety and the need to complete her mission without interference, unless she or a friend is threatened.

Bibliography: *Daughter of the Bright Moon* and *The Black Flame* (both in paperback, Ace Books) by Lynn Abbey.

**Robert E. Howard's
BELIT**

Written by Roger E. Moore

10th-level fighter
ALIGNMENT: *Chaotic evil*
HIT POINTS: *78*
ARMOR CLASS: *6*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *1-8 (+1)*
HIT BONUS: *Nil*
MOVE: *12"*
PSIONIC ABILITY: *Nil*
STRENGTH: *16*
INTELLIGENCE: *15*
WISDOM: *8*
DEXTERITY: *18*
CONSTITUTION: *16*
CHARISMA: *18*

Belit is a pirate, of the most fearsome rank. Little is known of her early life, though there are some rumors that she is a descendant of an ancient line of royalty. She is the commander of a fast and slender pirate galley which is known as the *Tigress.* The ship has 40 oars and a red pennant flying from the mast, giving it an unmistakable distinctiveness.

About 100 tribesmen, known as the Black Corsairs, crew the galley. These men use only long bows, spears, clubs, and shields in combat. They never check morale when Belit is present, because they regard her as something of a goddess. Treat 60 of the Black Corsairs as

zero-level, 30 as 1st-level, and the rest as 2nd to 5th-level fighters.

Belit presents an interesting contrast to her dark crew. Her skin is ivory white and her hair is a thick, rich black. She wears only a silken girdle, even in combat, and bears a jeweled dagger on her belt. In combat she uses a scimitar.

Though Belit is rather intelligent and exceptionally alert (she can detect traps with 80% accuracy), she gives very little thought to the possible consequences of her actions and is basically impulsive in nature. Upon making up her mind to do something, she can never be swayed from her plans, regardless of the cost. Her fearlessness is matched by her utter savagery and ruthlessness. She is most happy to lead a life of sensuality, passion, and materialism. Gems and jewelry are her most prized treasures.

If Belit and her pirate ship are encountered, there is a 75% chance that she will be accompanied by Conan, at age 24 (See issue #36 of DRAGON™ Magazine, using the statistics given for him at age 25 in E. Gary Gygax's *Sorcerer's Scroll* column). Conan will be wearing ring mail armor and a horned helmet, and will use a broadsword.

Conan and Belit are lovers and are completely devoted to one another; if one is attacked in the presence of the other, the other will go berserk in combat and attack with a +2 bonus to hit and doing +2 to damage with hand weapons. Belit and the Black Corsairs refer to Conan as "Amra," meaning "The Lion."

So powerful is the bond between Conan and Belit that if she is slain, she will herself to appear one time in spirit form to aid Conan, should he be fighting for his life. Her spirit will only appear for one round, and will do no physical damage to anyone, but all viewers who are battling Conan must save *vs. Fear* at -4 or be paralyzed with terror at the sight of her (2-5 rounds duration). Conan can use this extra time to his best advantage. Note, too, that Conan will track down Belit's killer or killers and will do *double* maximum damage with each weapon blow against them. He will also have a +6 bonus to hit against such characters.

Bibliography: *Queen of the Black Coast* (short story in several anthologies), by Robert E. Howard.

Robert E. Howard's DARK AGNES

Written by Roger E. Moore
**11th-level fighter,
9th-level thief**
ALIGNMENT: *Chaotic neutral*
HIT POINTS: *94*
ARMOR CLASS: *1*
NO. OF ATTACKS: *3/2 or special*
DAMAGE/ATTACK: *1-8 (+1) or special*
HIT BONUS: *+1 or special*
MOVE: *12"*
PSIONIC ABILITY: *Nil*

STRENGTH: *17*
INTELLIGENCE: *16*
WISDOM: *8*
DEXTERITY: *18/72*
CONSTITUTION: *16*
CHARISMA: *16*
THIEF ABILITIES:
  Pick pockets 80%   Open locks 77%
  Find/rem. traps 65% Hear noise 30%
  Hide in shadows 66% Climb walls 98%
  Move silently 80%   Read lang. 45%

Dark Agnes de la Fere was originally a young woman in medieval Normandy who was to be forced into marriage by her father; determined to never submit to anyone's will, she fled the marriage and slew her husband-to-be in the process. Escaping into the woods, she met a man named Etienne Villiers, who befriended her but was himself nearly slain when he attempted to double-cross her early in the relationship. Circumstances allowed them to learn to work in harmony after that. Together (and sometimes separately) they pursued careers as adventurers and mercenaries across Europe, particularly becoming involved in the numerous battles between French political factions. Following her defeat of an evil undead mage in Italy, Dark Agnes disappeared and may have somehow crossed (perhaps involuntarily) into another universe.

Dark Agnes is striking in appearance, to put it mildly. Her fiery red hair is sometimes worn short so it won't interfere in combat, but may be worn long and kept pulled back and tied or under a cap or helmet. It is obvious, even from a distance, that she is a woman, and she rarely bothers to conceal this fact from anyone. She wears a chainmail shirt under her clothing, muffled to allow silent movement and designed to allow other thieving abilities and fast moves.

Trousers and high boots are also preferred by her.

For weaponry, Dark Agnes will carry a dagger, a longsword, and a pistol (single shot does 2-8 damage, 10" range). She has a +3 to hit with firearms and other missile weapons due to her dexterity. In combat she will usually pull the pistol first, fire once, then attack with sword and dagger. If enraged (easily caused, as outlined below), she will automatically do maximum damage with her first hit in combat and continue to do so for 1-8 rounds thereafter. Only *after* this time can she be reasoned with by her opponents, should they decide to surrender or be unable to continue the battle.

Dark Agnes is fearless, daring, and very impulsive. She has an explosive temper and loathes (to the point of killing) those who attempt to subjugate her in any manner. Her own freedom is of the highest value to her, and she is willing to allow others equal freedom so long as they don't annoy or betray her. Dark Agnes is not squeamish in the least about killing and enjoys combat greatly. She distrusts nobility and offers them no particular courtesies.

She will not fight unarmed or defenseless persons unless they have attacked her first, or unless they have plotted to harm or enslave her. The only thing she

can be said to have any feelings of fear about are demonic and undead creatures; however, in the presence of such beasts her terror increases her ferocity; she gains a +2 bonus to hit and does double maximum damage with each attack for the first 2-5 rounds and normal maximum damage in each round thereafter against the creatures she fears.

It is said that Dark Agnes was cursed in such a way that all men in her presence are in extreme danger; perhaps this is because of her temper and fierce independence, but it has not kept all men away from her. There is a one-third chance that if encountered in an AD&D™ universe (where she is assumed to be now) she will be with Etienne Villiers (9th/9th fighter/assassin, chaotic neutral, French nationality, +2 hit/+3 damage, AC 4, HP 85), a one-third chance she will be with John Stuart (12th-level fighter, chaotic good, Scottish nationality, +2 hit/+4 damage, AC 3, HP 104), and a one-third chance she will be alone. Whether her blue eyes look upon fellow adventurers with companionship or with murderous frenzy is something that can be quickly determined by the party's reaction to her.

Bibliography: *Sword Woman* (paperback, Berkley Books) by Robert Howard.

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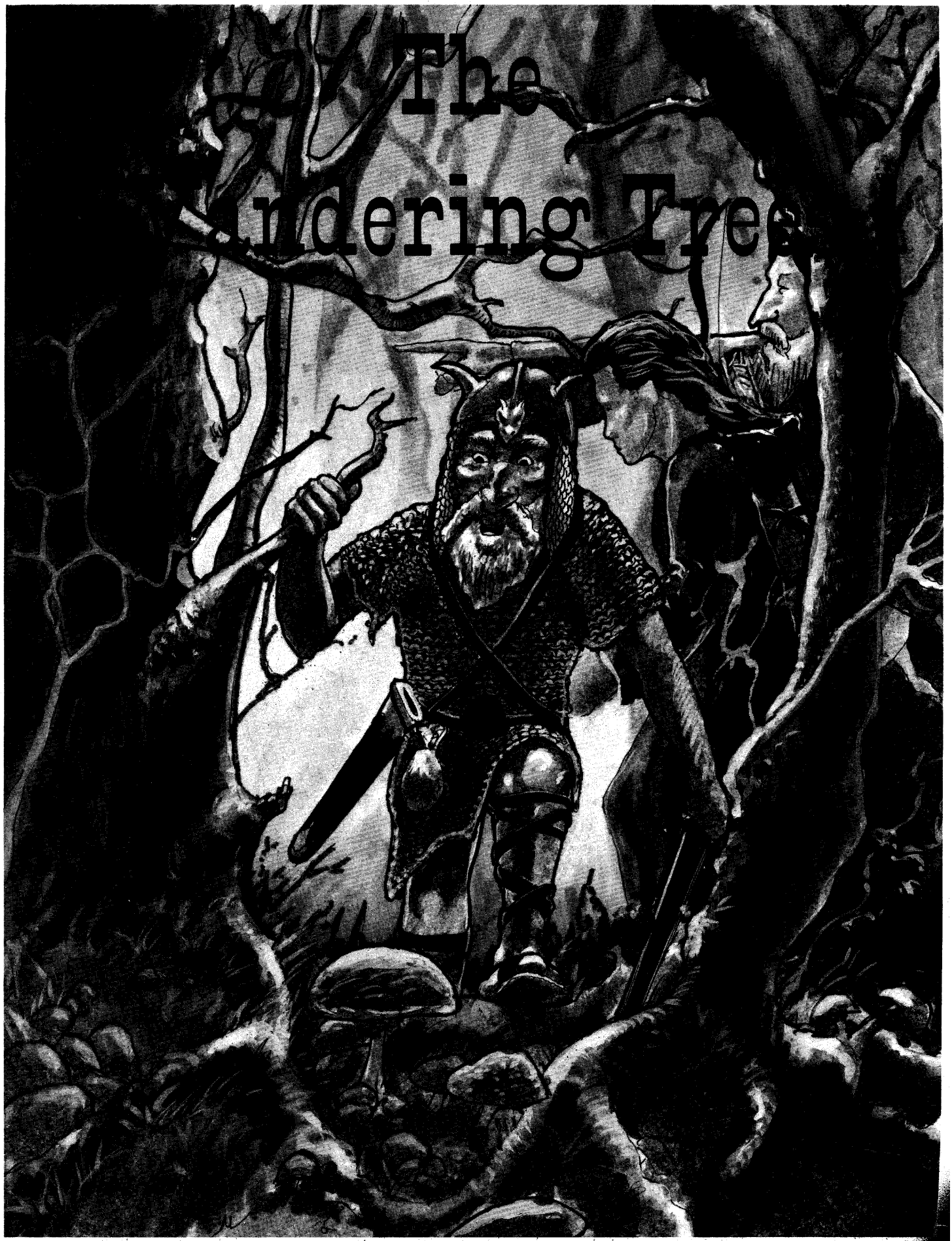   ★ FANTASY OR SCI-FI MONSTER

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The Wandering Trees

The Wandering Trees

An adventure for AD&D™ characters

Written by Michael Malone

Background for player characters

North of the Starlit Mountains, between the Rivers Torel and Gimm, lies a great expanse of woodland. To outsiders it is known as the Termlane Forest, but to those who live around it, it is simply called The Forest. Many strange tales are told of The Forest, but none so strange as the legend of the Wandering Trees.

Long ago, so far back that even the elves are not sure when, Termlane Forest was the home of a tribe of tree-worshipping men. These men built a great temple at the heart of The Forest, where they worshipped their mysterious tree-gods. The priests of this cult were known as the Dridanis, meaning "men of the forest," and, indeed, their religion was very similar to the usual form of Druidical worship. As the years passed, the fame of the Dridanis temple grew, and many pilgrims came to The Forest, seeking to gain the good will of the tree-gods. After many years the temple swelled with riches, yet the Dridanis remained as strong and uncorrupted as the woods in which they prayed.

Unfortunately, rumors of the priests' wealth reached the ears of Bargol the Wicked, a barbarian lord who, though strong, was definitely not uncorrupted. Bargol led a band of his men into The Forest and attacked the temple, killing the Dridanis and their followers mercilessly. However, Bargol fared no better, for the secret of the location of the Dridanis wealth (if indeed the rumors were true) had died with the priests. Though they searched everywhere they could think of in the entire temple area, the thieves found little of value. Cursing his ill luck, Bargol departed the ravaged home of the Dridanis. But as he and his men marched through The Forest, the path disappeared from around them, and the trees slowly closed in. One of Bargol's men, quite insane, was found days later at the edge of The Forest, and from his ravings the locals were able to piece together some of what had happened. Of the others, nothing was ever heard, and their bodies were never found.

Today, the trees near the center of the Termlane Forest still move, and the many paths which once led to the temple shift and change, sometimes there, sometimes gone. Some say the trees are possessed by the spirits of the slain Dridanis; others, that the tree-gods of the deep woods have cursed the area, hiding their ruined temple from prying eyes and greedy fingers.

Regardless of the reason, the fact remains that the only sure way through The Forest is on the two main roads, and those who stray from these must have confidence, courage, and skill to persevere in the land of the Wandering Trees. Somewhere deep in The Forest lies the ancient ruins of the Dridanis temple. Perhaps the secret for the mysterious movement of the trees is to be found in those ruins. Or perhaps the temple still holds scraps of the forest lore of the Dridanis priests. Or, if tales be true, the ruins might yet contain the lost treasure of the temple. Indeed, who knows what lurks within the rubble of that forgotten shrine, deep inside the forest?

FOR THE DM'S EYES ONLY

There are a number of ways to introduce a party into the area of the Wandering Trees. If you are using the module as part of your campaign, you can circulate rumors or legends of the great wealth to be found in the ruins of the Dridanis temple, awakening that gleam of greed in your players' eyes which is sure to lead them into Termlane Forest. If the module is to be a "one-shot" affair, the players can be started on one of the main roads leading into the adventure area. However you use the module, but especially if it is to be integrated into a campaign, the material can and should be altered to conform to your ideas and to fit smoothly into the structure of your AD&D™ world.

The area of the Wandering Trees, and the ruins within, are intended for a party of 6th-9th level characters. A party which acts wisely can overcome many of the creatures and other threats herein by means other than fighting, and they should be encouraged to do so. Although the focus of the adventure is on the Dridanis ruins, there is much which can be accomplished just in the area of the Wandering Trees. There is room for elaboration and expansion by individual DMs in both the forest and ruins areas. New paths can be added, leading to more lost shrines and lairs of monsters, or perhaps the lost settlement of the founders of the Dridanis religion. The possibilities for excitement are many in and around the treacherous trails of the Wandering Trees.

The Wandering Trees
General information

The large-scale map depicts an area of about a 10-mile radius around the ruins. It is here that the myriad shifting paths made by the Wandering Trees will confuse travelers, and it is here that the party will have to search if they wish to find the ruined Dridanis temple.

Movement

There are three basic types of over-

Second place winner, IDDC II

land movement in this area: on the main roads, on the paths, and through the forest. The differences in these three forms of movement are considerable.

Main Roads: The main roads are the safest way to move through Termlane Forest. The movement rate on the roads is roughly 4 miles per hour, and horses can be handled fairly easily.

Paths: The most fascinating (to DMs) and frustrating (to players) part of the Termlane Forest are the changing paths made by the movements of the Wandering Trees. Movement on the paths is at 2 miles per hour; mounted movement is the same, and characters must ride single file. The most important characteristic of the paths is their ability to appear and disappear. Each path is labeled with a letter (A-F), which is used in conjunction with the accompanying Paths Table to determine if and when a given path will be in existence. There are three different times a roll must be made to determine if a path is there. These are as follows:

1. When reaching a junction/dead end — When a party traveling the paths or

roads through the Wandering Trees reaches a junction or a dead end, rolls must be made to determine which paths connecting to that spot are in existence at that time. To do this, note the letter of the path which was just being traveled on ("M" if the party was on a main road), and cross-reference this on the Paths Table with the letter of each path connecting to the spot, including the path just traveled. The number shown must be equaled or exceeded on a roll of 1d6 for the particular path to be there at that time; otherwise it is not there, at least for the time being.

Each path is rolled for individually, using its own letter. Main roads are not rolled for, as they are always present. If a party remains stationary at a junction or dead end, the DM should roll for the existence of each path every 1 hour, using the "M" column for "Path Just On."

2. Travel on same path for extended periods — When a group has been moving along the same path for one hour, a roll must be made to see if the path remains in existence. Cross-reference the path's letter with itself on the Paths Table

and roll normally. If the path ceases to exist, the party is stranded in the woods, and must travel through the trees if they wish to continue their movement. If they choose to remain stationary, hoping for the return of the path, check again as above every hour to see if the path does return.
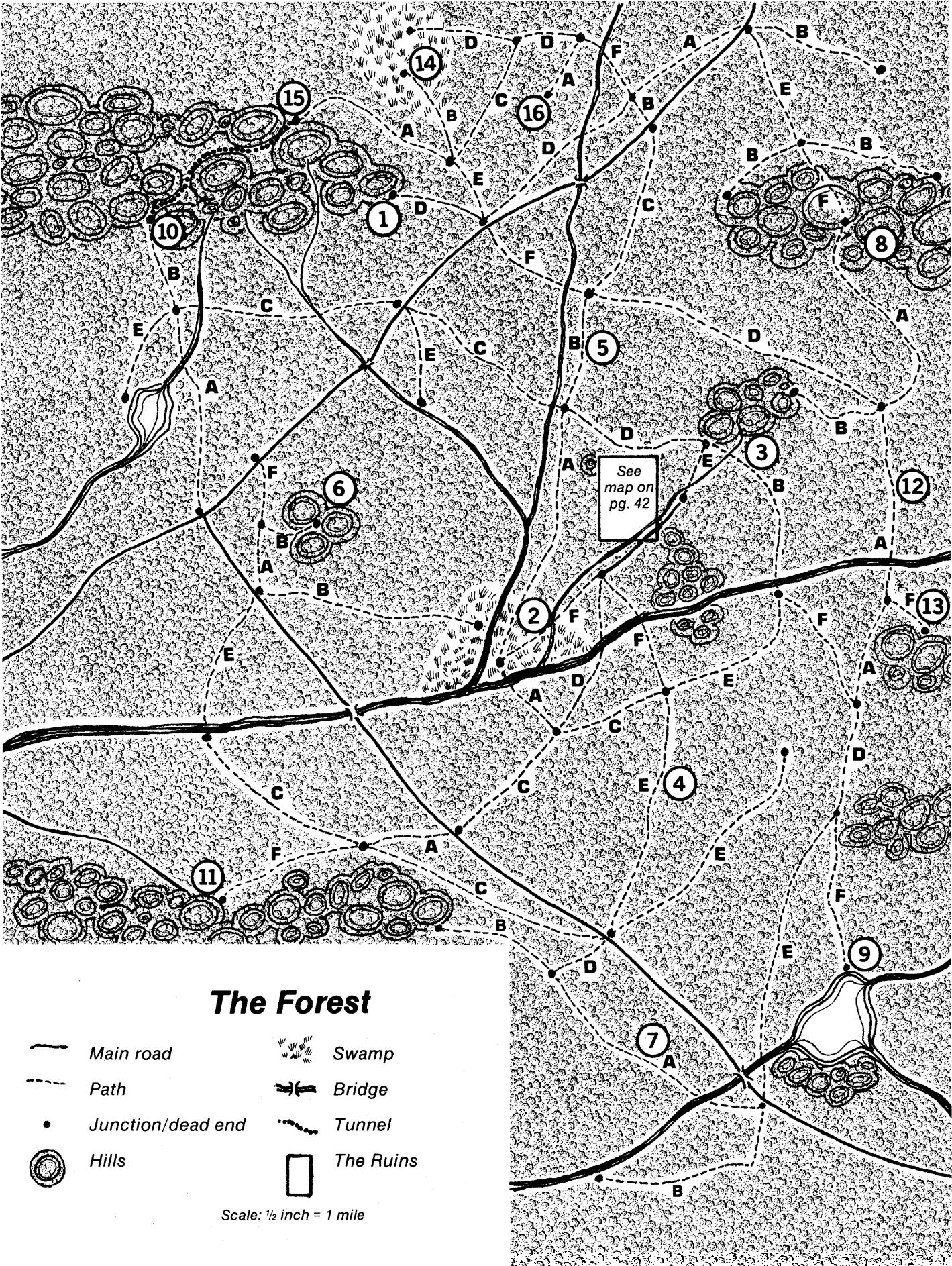
3. When a path is crossed while moving through the woods — If a party is moving straight through the woods (i.e., not on a path or road) and crosses a path location, roll 1d6. On a roll of 4 or higher, the path is there at that time, and the party may either follow it or continue moving through the woods.

Paths Table

Connecting Path	Path Just On					
	A	B	C	D	E	F	M
A	2	4	2	4	2	6	3
B	2	4	4	2	2	6	3
C	3	5	3	5	4	4	4
D	3	5	5	3	4	4	4
E	3	5	3	5	4	4	4
F	4	6	6	4	6	2	5

Example of movement on the paths: Let us assume a party enters the Wandering Trees area on the main road at the southeast corner, and travels along it towards the northwest until they reach the first intersection of the main road with three paths. These are path types A, B, and E. Consulting the Paths Table, we roll to see which of these paths (if any) will be in existence at this time. First, checking the A path, we go down the M column (the party is on a main road) to the A row, finding a 3 on the chart. A roll of 6 shows that the path is present. Repeating the process for the other two paths, we find that the number is also 3 for the B path, while it is 4 for the E path. Rolls of 1 and 3 respectively show that neither path is in existence at this time, although either or both may reappear later. If the party follows the A path, it is long enough so that checks will have to be made during the time of movement to see if the path remains. Cross-referencing the path's letter with itself (A to A) as per case 2 above, we see that only a 2 is needed on each check. So, assuming a 2 or higher is rolled on each of these "A to A" checks, the party is safe for the moment. At the next junction, we find a pair of paths, types B and D. An "A to B" needs a 2; "A to D" needs a 3. Rolls of 5 and 1 indicate only the B path is in existence. A roll must also be made to see if the A path just traveled on remains. Again, "A to A" is a 2, but this time a 1 is rolled —and the path fades away behind the party.

Left with only one route, the group follows the B path, eventually arriving at the path's end. Since a dead end has been reached, a "B to B" roll must be made; a 4 is required, but a 3 is rolled, and the path has again disappeared behind them. Our

The Forest

Main road

Path

• Junction/dead end

Hills

Swamp

Bridge

Tunnel

The Ruins

Scale: ½ inch = 1 mile

See map on pg. 42

intrepid party now moves north, straight through the woods, and soon reaches the line representing a C path. When marching through woods, a 4 or more is needed for any path to be in existence, as per case 3. Will the path be there? Or will the party have to trek through another half mile of dangerous forest to reach the main road? Only the tree-gods, and the DM, know for sure.

Movement through the forest: Traveling straight through the forest, away from path or road, is fairly slow, for a party will move only 1/2 mile each hour, and if horses are being led this is reduced to 1/4 mile per hour. Also, when moving through the woods in this manner, characters will notice that the trees seem to press in around them. Boughs drop off right ahead or behind of the party, and limbs seem to reach out and grab at the characters as they pass by. This effect is not altogether imagination, and each hour of movement in the trees requires a saving throw vs. magic by every character. Those who fail their saving throw receive 1-4 points of damage from a falling limb or other strange incident.

Encounter Areas

Marked on the map as circled numbers, Encounter Areas are places where creatures in The Forest have their lairs, or locations containing other important features. Each Encounter Area is explained individually below.

When a party is not located at a numbered Encounter Area, there is a 1 in 12 chance every hour of traveling for a random encounter to occur. This chance is 1 in 12 rolled every 4 hours, if the party is resting or has not moved for some other reason. No special table is provided for random encounters in this adventure. The DM may employ, for instance, the encounter table on page 184 of the Dungeon Masters Guide (using the Forest column on the table entitled Temperate and Sub-Tropical Conditions, Uninhabited/Wilderness Areas), or may use any other means he or she chooses to determine the type of creature encountered. It is quite possible to do without random encounters altogether, or to modify these guidelines in any desired fashion.

1. Wereboars: The path leading to this point ends at the entrance to a small network of caves, the home of a family of eight wereboars: two males, two females, and four young (HD: 5+2; HP: 40,36,25, 23, 12(x4); AC: 4; #AT: 1; D/A: 2-12 [young do 1-6]). During the day, the entire group will be here, dressed in leather and carrying clubs. At night they will be in boar form, and there is a 75% chance they will be away from their lair, roaming in the woods. In any case, they will be very distrustful of strangers, and they are quite prone to attack when in boar form, especially if they return to their caves and find strangers within. Hidden in the rear of the caves, covered by dirt and rocks, is a wooden chest containing their treasure: 300cp, 1,100sp, 450gp, 7 gems worth 10 gp each, and two potions *(Plant Control, Levitation).*

2. The Swamps: An altogether unpleasant place, The Swamps is an area of moss-hung trees, miasmal smells, and strange mists, as well as the home of a number of fell creatures. Characters moving in this area have double the normal chance for an encounter (1 in 6 each hour). Roll 1d10 to determine the encounter, using this special table:

Roll of 1-4: Giant Killer Frogs (#ENC: 11-20; HD: 1+4; HP: 10 each; AC: 8; D/A: 1-2/1-2/2-5)

Roll of 5-7: Hydra, 8 heads (#ENC: 1; HD: 8; HP: 64; AC: 5; #AT: 8; D/A: 1-8)

Roll of 8-9: Shambling Mound (#ENC: 1; HD: 10; HP: 45; AC: 0; #AT: 2; D/A: 2-16/2-16)

Roll of 10: Catoblepas (#ENC: 1; HD: 6+2; HP: 29; AC: 7; #AT: 1; D/A: 1-6; SA: stun, death gaze)

Regardless of what is encountered, it will always attack. If a party has an encounter in The Swamps, they will not have that encounter again (unless the DM feels it would be appropriate to the circumstances). It is possible to move through The Swamps (at 1/4 mile per hour), but characters doing so run the risk of stepping into quicksand. For each turn of off-path movement in this area, there is a 30% chance that at least one character will step into quicksand. Victims will fall in to a depth of 1/3 of their height initially, and will sink 1 foot further per round thereafter until they are freed or until they sink entirely beneath the surface.

One character with strength of at least 14 can pull a victim out of the quicksand in 1 round (this includes the victim himself, if he is thrown a rope which has been tied around a tree). Two characters with a combined strength of at least 19 can rescue the victim in the same manner. If characters are in The Swamps and are stranded due to the disappearance of paths, they will be safe from quicksand as long as they do not venture outside a 50-foot radius from their current location. Moving any further than the 50-foot radius makes any characters doing so again subject to the possibility of falling into quicksand. Quicksand cannot. be encountered by characters when they are on a path through the swamp.

3. Treants: About 50 feet from the paths in this location, hidden by a grove of trees, is a large cave, the lair of three young Treants (HD: 8; HP: 40,36,32; AC:

0; #AT: 2; D/A: 2-16/2-16; SA: animate trees). There is a 50% chance one or more of the Treants will be watching the path from within the trees — whether or not the Treant(s) will reveal itself depends on its reaction. Treants who are not watching the paths will either be in their lair (50%), or out in the forest (50%). The Treants' lair is a shallow earthen grotto, furnished with a low rock table. They have no treasure. These Treants will generally be friendly, but will look unfavorably on destructive or evil parties, and may attack in such cases. They will tend to be more distrustful, perhaps angry, if strangers intrude uninvited into their lair.

4. Phooka: Alongside the path here is the favorite haunt of four Phooka (HD: 44; HP: 28, 23, 19, 17; AC: 2 (5); #AT: 1; D/A: 2-8 (1-4); SA: magic use). During the day there is an equal chance for them to be encountered here in man or tree form, while they will always have tree shape at night. (Note: See end of text for a full description of this creature.) The Phooka will use their abilities to trick and confuse passersby, and during the day they will follow and continue their harassment as long as a party continues to provide good sport. They will otherwise act as is typical of their kind. Hidden beneath a stump some 20 feet to the west of the path is their treasure. The stump is covered by a *Hallucinatory Terrain* spell to make it look like it isn't there. The treasure includes 12 gems worth 100 gp each, a *Necklace of Adaptation,* and a *Potion of Treasure Finding.*

5. Remains: This area is where Bargol the Wicked and his band of thieves met their unfortunate end. The trees grow thicker and darker here, and the watchful traveler will notice the glintings of spearheads and armor scattered among the trees, or perhaps the vacuous stare of a skull lying in the underbrush. This area has been cursed by the tree-gods, making anyone who travels through here feel uneasy and disturbed.

Furthermore, unless a character saves vs. magic upon entering this area, he or she will develop a temporary form of paranoia/hallucinatory insanity. The character will believe that the trees are moving in and attacking him, and he will become very fearful for his life. In all likelihood, he will attempt to flee from the area of the Wandering Trees at full speed. The insanity lasts for 6-24 turns. Elves and half-elves are unaffected by the curse of this place; gnomes, dwarves, and halflings receive the normal saving throw benefits as per their constitution when saving against the insanity. Animals and other non-intelligent forest creatures are also unaffected.
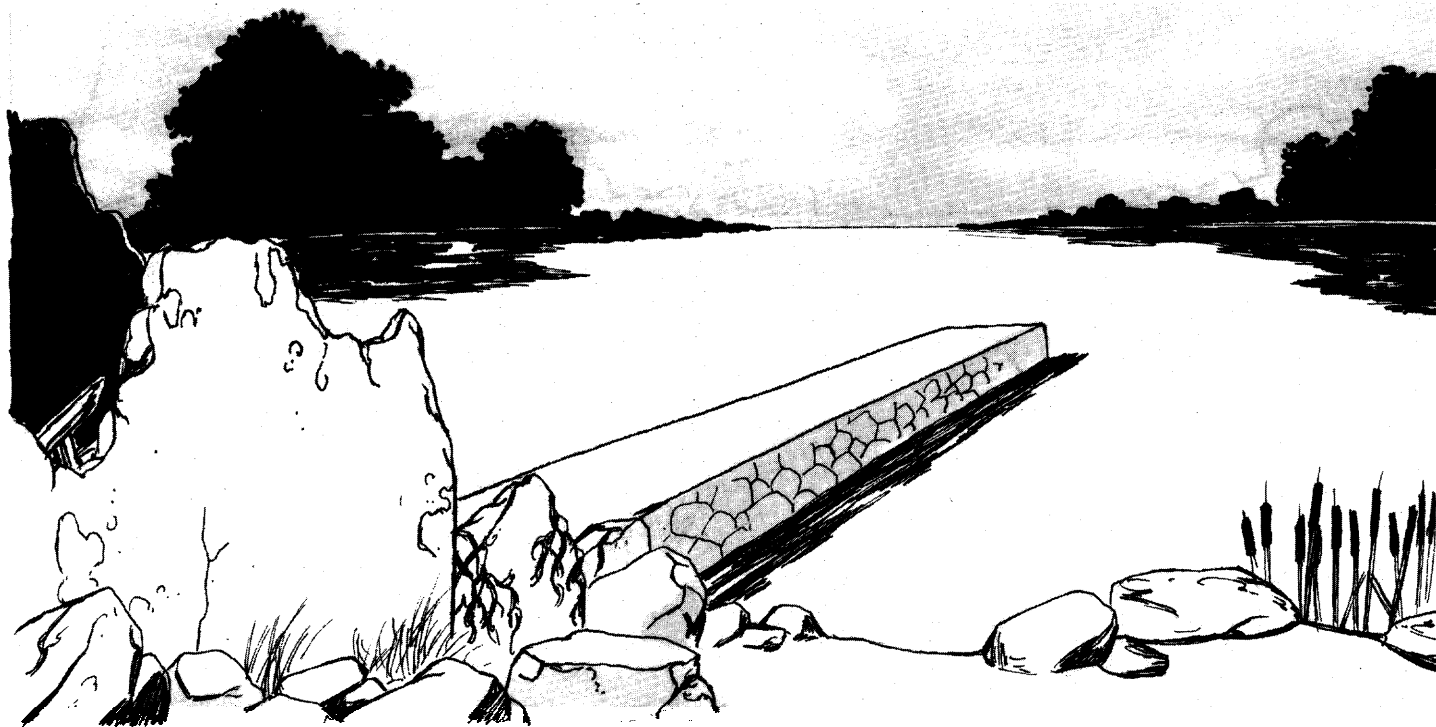
6. Gorgon: Secreted in a rocky cleft in the hills here, about 30 feet from the end of the path, is the lair of a Gorgon who hunts the Termlane Forest (HD: 8; HP: 41; AC: 2; #AT: 1; D/A: 2-12; SA: breath turns to stone). If he is in his lair (80% chance) when a party passes nearby, he will be aware of them unless they are using some special means to conceal themselves, and he will attack. He has no treasure.

7. Pseudo-dragon: A tall, thick oak next to the path here has a small hole (1 foot diameter) in its side 15 feet up, and within this hole lives a Pseudo-dragon (HD:2; HP: 10; AC: 2; #AT: 1; D/A: 1-3; SA: poison in tail). The Pseudo-dragon is fond of sitting on a tree limb, watching the world go by and using his chameleon powers to go unnoticed. If the party sees the creature, or it has a friendly reaction and decides to reveal itself, it can relay information to them about nearby paths via *telepathy.* It will generally do so, however, only if offered gems, which it loves. Secured in his hole the Pseudo-dragon has eight gems of various types, worth 100-1000 gp each.

8. Kobold Hills: Two paths lead into these hills, meeting in front of a large pile of tumbled boulders partially concealing a cave entrance — the mouth of a network of caves and tunnels within the hills. These caverns are the home of a tribe of Kobolds, with a male population numbering over two hundred (HD: 1/2; HP: 2 each; AC: 7; #AT: 1; D/A: by weapon). The Kobolds are armed with short swords and spears; 25% carry the former, 25% the latter, and 50% using both.

The Kobolds are led by five larger Kobolds (HD: l-l; HP: 4 each; AC: 6) who use both weapons listed above. These leader types and normal Kobolds may be encountered either inside or outside the lair. The tribe also has a chief (HD: 1; HP: 7; AC: 5), who will only be encountered in the lair and in the company of his contingent of 20 bodyguards (stats and weapons as for leaders). There are also 90 females in the tribe (non-combatants), and scattered among the caves are five breeding areas, each containing 2-5 young and 6-60 eggs. The Kobolds have trained four Giant Weasels (HD: 3+3; HP: 22, 20, 17, 14; AC: 6) as guards for their lair. Also with the tribe is a shaman (HP: 4; AC: 6) who can function in some ways as a 5th-level cleric (see Dungeon Masters Guide, page 40).

Generally, 10-50 of the males, with appropriate leaders, will be away from the lair, although there is a 5% chance the tribe is gearing up for a large assault on the elves (Encounter Area 16), in which case all the Kobolds will be in the lair.

If a party threatens their breeding areas, the Kobolds will use up to 50% of their treasure as ransom, although after doing so they will try to follow a party and regain it. Their treasure is well hidden deep in the lair in a chamber with a narrow entrance. It is guarded by a trap which releases rocks from the ceiling doing 4-32 points of damage, or half if a save vs. breath weapon is made, to all beneath.

The entrance to the treasure chamber is covered with cobwebs from three feet off the ground to its highest point. A character who tries to break the webs or cut a path through them will set off a trip wire, opening the panel in the ceiling above the doorway and releasing 'the rocks. Characters who are three feet tall or shorter (such as the kobolds) will not disrupt the webs. Taller characters can get around the trap by simply stooping down or crawling through the open part of the entranceway.

The treasure is locked in four chests, one for each type of coin and one which contains all the other items listed. The treasure consists of: 2,421 cp, 4,947 sp, 412 gp, 7 gems worth 50 gp each, 24 bronze utensils worth 10 gp each, and a pair of weasel pelts worth 500 gp each.

9. Lake Shrine: The path here leads up to an overgrown stone shrine, largely in ruins, which is situated before a crumbled granite jetty which extends 50 feet into the nearby lake. The water contains no threat. If any cleric or druid walks out to the end of the dock, that character will perceive the area to be a place of divine power, and will be able to ask of his or her deity one particular question, similar to the cleric spell *Commune.* (Note: The cleric or druid is entitled to one question, *not* one question per level of experience.) This feat is only possible once for each eligible character — a second attempt will have no effect.

10. Mission on the Downs: This temple, which is at the end of the path, was affiliated with the Dridanis, but is not part of the large temple complex. The mission's temple is small, consisting of a circle of stones 50 feet in diameter with an opening on the south edge flanked by two stone statues of lizards. These statues are normal and harmless. The wooden roof of the place caved in and rotted away some time ago, and the floor of cracked flagstones is cluttered with debris.

In the northern end of the temple stands a small stone altar, flanked by two other statues of lizards. These statues, however, are potential threats. Each one has a magical ability which is activated by the use of any magic spell or magic item within the confines of the circle of stones. When magic is used for the first time, the left-hand statue (as viewed from the southern opening) will cause *Fear* (as the magic-user spell, at 9th level of ability). Any subsequent use of magic, including the casting of *Dispel Magic,* will result in the right-hand statue causing *Confusion* (as the magic-user spell, at 9th level of ability). Saving throws vs. magic, at -2, are allowed for each character. Note that the statues are immobile, and a character standing behind them cannot be affected by their power. The heads of the statues can be covered, which will nullify their abilities.

At the rear of the altar is a locked panel which, if unlocked and slid open, will reveal a gently sloping tunnel which levels off 10 feet underground. The sloping passage is 4 feet in diameter, and the tunnel has a seven-foot ceiling after it levels off. However, the tunnel is narrow, and cannot accommodate two characters side by side. The tunnel runs northeast through the downs for about a mile, exiting at Encounter Area 15.

11. The Burial Place: The trail here ends at a small clearing in the trees. In the center of the clearing is a natural

bower formed of oak trees which conceals five cairns, the private burial place of five of the most revered Dridanis high priests. The cairns are guarded by four Unicorns (HD: 4+4; HP: 36 each; AC: 2; #AT: 3; D/A: 1-6/1-6/1-12; charge for 4-24), who will appear (similar to being summoned by a *Call Woodland Beings* spell) if the cairns are disturbed, and will try to fend off the intruders.

If the party persists in disturbing the cairns, or attacks the Unicorns, the creatures will fight fiercely. If characters elect not to confront the Unicorns after they appear, and if no further attempt is made to inspect the cairns, the guardian Unicorns will stand at a distance, keeping the area under surveillance until the party leaves. If the party leaves the clearing and goes back into the forest, the Unicorns will abandon their vigil 2-4 turns thereafter. The magic of this area is such that the Unicorns can only be automatically summoned once per hour. Thus, if a party leaves the burial area after encountering the Unicorns and returns (less than one hour later) after the beasts have left the cairns, it is then possible to examine the burial mounds without interference, subject to the reappearance of the Unicorns (as soon as an hour has elapsed since they previously appeared).

If the Unicorns are defeated or otherwise circumvented, the cairns can be opened to reveal the skeletons of the high priests and other items as listed below. One character (assuming at least average strength on the character's part) can remove the topmost stones from one cairn in three rounds. Multiple characters working to disassemble a single mound of stones can accomplish the feat in proportionately less time, up to a maximum of six characters who can work on one cairn at one time.

Cairn #1: The skeleton herein is wearing an intricately carved belt of beaten copper and ebony worth 1,500 gp.

Cairn #2: Around the neck of the remains of this priest is a jeweled necklace of bronze and emeralds worth 3,500 gp.

Cairn #3: Tucked into a pocket near the bottom of this cairn (taking an extra round to dig down to) is a *Staff of the Serpent* (python). The command word for the staff is engraved in Common on the inside of the band of a signet ring (worth 100 gp) on the skeleton's right-hand index finger.

Cairn #4: Grasped in the left hand of this skeleton is a brass bottle, stoppered with a plug of lead which does not fit tightly, causing the opening to emit a thin stream of smoke. This device is a *Flask of Curses,* and when it is opened all within 3" will receive the effects of the curse. This particular curse is of subtle power, for it manifests itself in the form of terrible nightmares. Affected characters will be unable to sleep for more than

1-4 turns without awakening in a cold sweat, perhaps screaming horribly. The lack of sleep caused by the curse will make each character irritable and tired, and each night after the first the affected characters will lose 1 point from a random ability (strength, intelligence, etc.). This loss is permanent until the curse is lifted, and if an ability score reaches zero, the character is dead. Spell-casters will be unable to regain spells while under this curse, and hit points cannot be recovered by affected characters except by magical means. Characters who save vs. poison when the curse is released, will be under the curse for only 3-12 days; those who fail the save will be under the curse until it is removed by a cleric or magic user of at least 12th level.

Cairn #5: This cairn contains nothing of value, just the remains of one of the high priests.

Note that fighting the Unicorns and/or robbing the cairns is an evil act, and non-evil characters who participate in such acts should be penalized accordingly.

12. Dryads: A grove of giant oaks near to the path here is the home of two Dryads (HD: 2; HP: 11, 7; AC: 9; #AT: 1; D/A: dagger; SA: *charm).* These Dryads always watch the path leading past their lair. If intruders pass by they will either hide or, if there is a male present with high charisma, use their *charm* ability. If they are approached carefully, the Dryads might be willing to aid a good-aligned party. If they choose to aid a party, the assistance can take many forms: The Dryads may give the party information which will enable them to find the ruins more easily, information on other possible encounters in this part of the forest, or any other sort of help which they see fit to provide. Each Dryad's tree contains a cache of 170 gp and 9 gems worth 50 gp each. One of the Dryads also possesses a *Potion of Extra-Healing.*

13. Werebear: A small log dwelling which sits right at the end of the path here is the home of the Werebear Ruas (HD: 7+3; HP: 45; AC: 2; #AT: 3; D/A: 1-3/1-3/2-8; SA: hug for 2-16). At day he will be met in human form as a husky man wearing a worn robe; at night he will be in bear form, and will be at his house only 50% of the time. Otherwise, he will be out in the forest. If encountered in his dwelling during day or night, there is a 50% chance that 1-6 brown bears will be nearby; if none are present he can summon that number in 1-6 turns.

Ruas is introverted and taciturn, but he will aid a party if they are good and in need of help. He will attack evil characters without mercy. He is friendly with elves, but his hatred of kobolds knows no bounds.

Ruas' home is sparsely furnished, but

hidden in a sack in one corner is 720 pp. He also has a scroll of *Protection from Magic* tucked behind a weasel's skull on a low shelf.

14. The Flickering Marshes: The second of The Forest's swamps is similar to the first in its tendencies to bog down travelers (see quicksand rules above). There is only one creature in this swamp, however: A Will-o-the-Wisp (HD: 9; HP: 33; AC: -8; #AT: 1; D/A: 2-1 6). As is usual, it will try to trick intruders into stepping into the quicksand areas. It will not normally attack a party outright, however, unless they appear very weak. It has no treasure.

15. Tunnel Exit: The path here ends in a thicket of brambles, behind which is the exit for the tunnel which leads from Encounter Area 10.

16: Wood Elves: Near the edge of the Wandering Trees lives an encampment of 200 wood elves (males have HD: 1+1; HP: 6 each; AC: 6; #AT: 1; D/A: by weapon). All are armed with short bows and spears. The band is led by five 3rd-level fighters (HP: 14 each), a 2nd/2nd-level fighter/magic-user (HP: 10), a 4th/5th-level fighter/magic-user (HP: 25), and a 6th-level fighter (HP: 34). All leader types carry long swords instead of spears, and wear chainmail (AC: 5). The latter two leaders use *+1 swords.* The higher-level magic-user has a *Ring of Mamma/ Control,* while the elven chief (the 6th-level fighter) wears *+2 chainmail* (AC: 3) and uses *+3 arrows* (he has 10). The community contains 80 female elves (HP: 4; AC: 8) and 8 young elves (HP: 3; AC: 9), who will fight only in extreme cases.
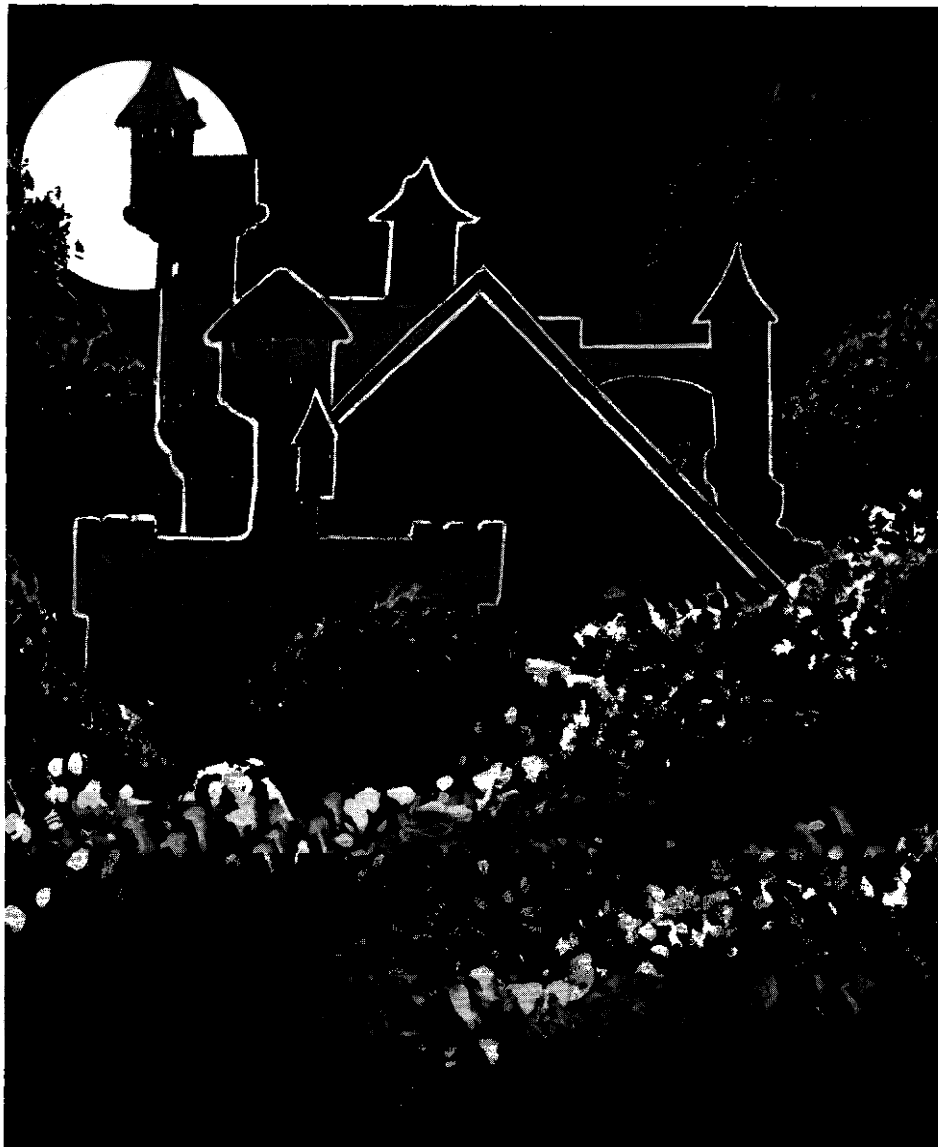
Reclusive and shy, the wood elves will not be overtly friendly to strangers — perhaps even unfriendly if a party seems evil or contains half-orcs or dwarves. They hate the kobolds of The Forest fiercely, and will be much more hospitable if a party offers to help in a raid on the kobolds, or tells the elves of having killed kobolds themselves.

The elves' treasure is well concealed and protected by 5th-level *Wizard Locks* on each of the three chests, The chests contain a total of 3,120 sp, 1,231 gp, 10 gems worth 100 gp each, and a pair of jeweled goblets worth 1,750 gp each. Determine the spells of the magic-users randomly; their spell books will be very well hidden and protected with traps and spells such as *Explosive Runes.* None of the elves has any personal treasure.

The Ruins
General information

The area shown on the small-scale map is the ruins of the Dridanis temple. Although the area is at ground level, the thick vegetation and undergrowth reduces movement to the rate used for dun-

geon travel, and thus all ranges for spells and missiles are reduced to the same scale (1 inch = 10 feet).

Paths: A network of permanent paths once connected various parts of the ruins. Although they are now heavily covered by undergrowth, once a path is discovered it can be followed without difficulty. Movement on the paths is at the same rate as through the forest; the paths can guide adventurers through or to an area, but offer no bonus to movement because of the great amount of overgrowth on them.

Visibility: The area of the ruins is thickly forested. In most cases, vision extends only 6" into the trees clearly, with glimpses of objects up to 12" away being seen. Of course, this applies during daylight hours only, and if the party explores at night with an artificial light source these distances will have to be further reduced.

Random encounters: Within the ruins, there is a 1 in 20 chance each hour a random encounter will take place; random encounters will not take place at all within the walled area in the center of the map.

Buildings: The buildings of the temple area have stone walls, which for the most part are still standing. Unless noted otherwise, however, the roofs are of wood, and generally only rafters and a few planks will remain of the original ceiling. Doors will often be rotted away, leaving only the frames, and the stouter doors which still remain must be forced open due to disuse. In contrast, the four shrines in the center of the temple area (Encounter Areas 22-25) are in almost perfect condition.

Encounter Areas

1. Pathway: Only faintly visible, this path (which is permanent and appears on the large-scale map as a main road) is about a mile long, connecting at both ends with the intermittent paths of the Wandering Trees.

2. Great House: The pilgrims who visited the Dridanis temple, as well as temple followers of relatively low status, were housed here. The roof here has survived 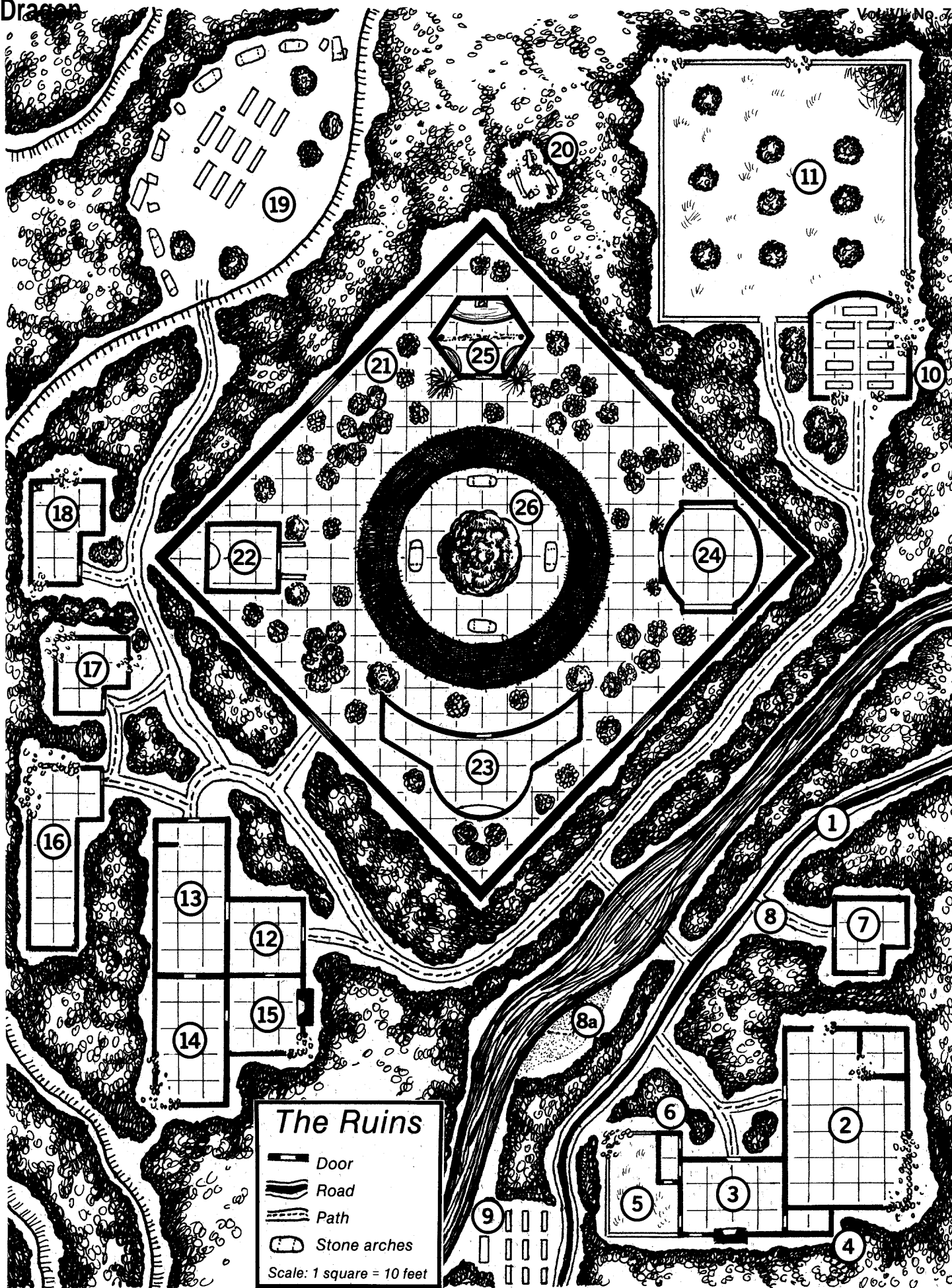the ravages of time better than most. The area is dark and dim. In the northeast corner is an area which has been partitioned off from the rest of the chamber. The floor of the entire chamber is cluttered with the remains of bunks, scraps of leather, an occasional bone, and similar debris. In the partitioned chamber, debris is more prevalent than in the rest of the guest house. Large cobwebs hang from the ceiling and in the corners of the smaller chamber. These webs are the home of twelve Large Spiders (HD: 1+1; HP: 5 each; AC: 8; #AT: 1; D/A: 1; SA: poison bite, save vs. poison at 2 or receive 1-6 points of damage and be paralyzed for 3-12 turns). They will drop from above or scurry out from the walls to attack intruders.

3. Kitchen: The walls here are hung with various rusted kitchen implements, and a cauldron sits in the fireplace to the south. The ceiling in the northwest corner of this area is caved in, providing full illumination for the entire room in daylight conditions. A fungus, resembling yellow mold, covers the southeast area of the room. The fungus is harmless.

4. Pantry: The door into this area is still intact, and is locked with a rusty lock (-10% to chance to pick). The room is dark, for the roof is made of stone and is still in place. Light will reveal that the room contains shelves, covered with empty food containers and similar debris. If the southwest corner of the room is searched, a loose stone in the wall will be found. Behind the stone is a small rack which holds four bottles of wine and a small flask of some other liquid. Each bottle of wine would be worth 100-300 gp if sold to a wine connoisseur. The flask contains six doses of a drug which will neutralize the effects of drunkenness when taken, at no risk to the drinker. The drug cannot be analyzed or duplicated.

5. Garden: This weed-filled place was once a garden, and is surrounded by the remains of the low stone wall which once encircled it. Here and there among the weeds, decapitated skeletons can be found, as well as other signs of violent death. It was here that Bargol had many of the temple people killed.

6. Storeroom: The roof of this small storeroom is made of stone, and all three doors leading into the room are in good shape. Within, the room is dark, dank, and musty, with garden implements and the remnants of bundled herbs hanging from the walls. Lying stretched out on the floor, face down with a shovel embedded in its back, are the skeletal remains of a barbarian lieutenant who was apparently killed by one of the temple followers. The spirit of the man remains in this place as a Wraith (HD: 5+3; HP: 20; AC: 4; #AT: 1; D/A: 1-6; SA: energy drain) which

The Ruins

Door
Road
Path
Stone arches

Scale: 1 square = 10 feet

will attack any intruders. The Wraith can be defeated by opening all the doors and filling the room with light (during daylight, of course).

7. The Small House: This building was occupied by temple followers of relatively high status. The remains of two beds, rugs, chairs, and a table can be discerned among the general rubble. In the southeast corner furthest from the east door there is an oaken chest with a hinged lid made of marble. The lid is shut but not locked. Beside the chest lies the skeleton of a barbarian with its shin bones cleaved through, although the latter fact will be noticed only if the remains are closely inspected.

If the lid is lifted, a counterweight mechanism is activated, causing a blade to swing out from the side of the chest and slice the air in an arc 3 feet in front of the chest and 1½ feet off the ground. The blade will remain in the extended position as long as the lid is held or propped open, but will retract if the lid is lowered or allowed to fall, and will again be activated by another lifting of the lid. Treat the blade as a *Sword of Sharpness* which always hits targets within the 3-foot range, with the usual chance to sever an extremity.

It takes a strength (or a combined strength) of at least 16 to lift the lid and keep it open. Inside the chest are 1,300 sp and a set of robes which, though apparently of rich make, are now partially disintegrated and worthless. In a pocket of one of the robes is a copper clasp, set with tiny rubies, worth 750 gp.

8. Ford: The stream which runs through the ruins, generally 3 feet to 5 feet in depth, comes to a ford here where the depth is but 1½ feet. The ford is the main hunting ground of a Giant Crayfish (HD: 4+4; HP: 24; AC: 4; #AT: 2; D/A: 2-12/2-12) who will rush out from the deep area south of the ford and attack, surprising on a 1-3. If it makes two claw hits on the same character in one round, it will have seized a character, and will automatically hit with both claws each round thereafter until the character is freed or the creature is killed. Characters caught in this manner will fight at -4 to hit. Once the crayfish has captured some prey, it will swim off to its lair in the sandy beach south of the ford (Area 8A). It will then hide in the partially submerged cave which serves as its home and finish its meal.

The crayfish has secreted a number of shiny objects in its home, including 12 lovely rocks worth 1 gp each, a dented shield with a mirrored surface, and a slim silver wand, worth 100 gp (for the material only, not considering its magical properties), which has the power to open the *Plant Doors* in the hedge around the Great Oak (Encounter Area 26).

9. The Place of Learning: Temple underlings who were not yet ready to join the temple proper were instructed here. Nine stone benches are arranged in rows of three in front of one larger bench, the latter carved with runes and symbols. The area is somewhat overgrown, but if adventurers inspect the carved bench they will notice a small hollow in its north end into which two leather scroll cases have been placed.

The first scroll case contains non-magical writings on herb lore and animal husbandry, still in fair condition, in the language of the Dridanis (50% chance of being understandable to someone who speaks the secret language of druids). There are nine such mundane scrolls, and a sage, librarian, or collector might pay up. to 5 gp each for them.

The other case contains a single vellum scroll, fragile and slightly smeared. Rough handling will cause it to fall apart into unreadable fragments. In any case, the scroll will fall to pieces 5 rounds after being exposed to the air, even if it is not taken out of the leather case during that time. The scroll contains a primitive, blurred drawing of a single large tree, labeled "The Great Oak" (in the Dridanis language). The scroll contains various other phrases and passages which can be interpreted as chants and prayers of the Dridanis priests. None of them has any great importance or meaning to the adventurers. The entire text of the scroll can be understood by someone who casts a *Comprehend Languages* spell on it, but the information gleaned from such an effort will not be of any measurable assistance to the party, other than revealing to them the existence of "The Great Oak."

The second scroll case contains a false bottom which is actually the end which ought to be opened. If the other end is opened instead, that action will send *Dust of Sneezing and Choking* into the air in a 20-foot radius around the scroll tube. This dust is of a less harmful variety than the usual type: Characters who fail to save vs. poison will be disabled by sneezing and choking for 5-20 rounds, but those who make the saving throw will be unaffected.

This means that in order to make use of the "Great Oak" scroll, at least one of the characters within range of the dust must make the save, or the 5-round time limit will expire and the scroll will disintegrate before it can be deciphered. It would also be possible for a character out of range of the dust to advance after it is released, take possession of the scroll case, and attempt to read the writing. All of this presumes that the scroll "survives" the encounter with the dust: If a character is holding the scroll case when it is opened and the dust is released, there is a 50% chance that the holder of the case (if the saving throw is

failed) will drop the case because of the effect of the dust, thereby causing the scroll to fall apart inside the tube.

10. Shrine of The Forest: This stone shrine, with an arched roof and a large rounded entrance, was the place where the Dridanis priests generally held services for the pilgrims who came to the temple. The walls of the shrine are bare, as are the stone benches, but the altar is engraved with carvings of branches, leaves, and forest creatures. This shrine has become the lair of two Owlbears (HD: 5+2; HP: 38, 29; AC: 5; #AT: 3; D/A: 1-6/1-6/2-12; SA: hug for 2-16) who have made a nest of debris to the right of the altar (as viewed from the entrance) and have laid three eggs there. They will defend their home viciously. The Owlbears have no treasure, although their eggs can be sold for 2,000 gp each.

11. Garden: This garden once contained special trees and flowers held sacred by the Dridanis, but it is now overrun with weeds. The area is surrounded by a stone wall 5 feet high, collapsed in some places, with an iron gate to the south to allow entrance into the garden. The gate is rusted shut.

In the northeast corner of the garden is a thicket of berry bushes sporting a number of round, violet berries. If a handful or more are eaten, the berries have the effect of allowing a character to *Commune With Nature,* as the fifth-level druid spell, except that a maximum of five facts can be known, and all of those opportunities to commune must be used within 2 turns of the consumption of the berries.

However, the berries also have a less beneficial effect. Starting 1-4 turns after a handful or more of the berries are eaten, a character will begin to experience wracking stomach pains, and will begin losing hit points at the rate of 2 per turn. The victim will fall into a coma if he loses hit points until his current total is 20% or less of his original number. At any time before the victim goes into a coma, the effects of the berries can be offset by the use of *Cure Disease* or *Neutralize Poison,* although any hit points lost must be regained normally.

If the victim goes into a coma, the remedies mentioned above will have no effect. Instead, the victim will automatically remain comatose for 2-4 turns and must roll for system shock as though the character had a constitution 3 points lower than actual. If the system shock roll succeeds, the character will auto-. matically revive after 2 turns with no adverse effects other than the loss of hit points. If the system shock roll fails, the character will awaken after 4 turns, and will suffer a permanent 1-point loss in constitution, in addition to the lost hit points already described.

Once a character has suffered the effects of the berries and survived, neither the good or bad powers of the berries will affect him any more. Furthermore, the berries lose their potency 5 rounds after being picked, and will not help or harm a character if eaten after this time.

12. House of the Initiates: This is one of the rooms in the large dwelling where the lesser priests were housed. This particular room is scorched and burnt, and signs of battle are evident. It was here that the Dridanis priests and followers put up the greatest resistance. The skeletons of dead priests, still clothed in ragged robes, are scattered about the room, as well as broken cots, rusted weapons and shields, and other such debris.

13. Room of the Staff: This room is also scorched, but the cause seems to have been an explosion rather than a fire. Debris, mostly in the form of broken cots and bones, is concentrated along the east wall. The only other feature of the room is a single, intact skeleton, sprawled on the floor near the west wall, just south of the partition. The broken, charred halves of a staff are on either side of the skeleton.

The broken staff is the remains of what was once a powerful magical item wielded by the high priest of the Dridanis. The priest (whose skeleton is in the immediate vicinity of the pieces of the staff) broke the staff in two at the climax of the confrontation that took place here between the priests and the barbarians. Breaking the staff released a great surge of power which destroyed everyone in this room, but the gesture proved fruitless, since the power released was not strong enough to affect other parts of the temple complex.

The broken staff will still radiate an aura of magic, if such is detected for. If both halves are taken out of the building, carried to the area inside the hedge of thorns, and placed on the ground for any reason, all characters inside the circle of thorns will be instantly teleported to a randomly determined location somewhere on the large-scale map.

14. Dining Room: A large table in poor repair, surrounded by wooden benches, dominates this room. The area looks like it was the sight of some fighting. Behind an overturned bench in the southeast corner of the room lurk four Giant Centipedes (HD: 1/4; HP: 2 each; AC: 9; #AT: 1; D/A: nil; save vs. poison at +4 or die in 2-8 rounds). If characters search in this area, the pale brown creatures will rush out and attack.

15. Kitchen: This kitchen is furnished similarly to the one in the Great House (Encounter Area 3).

16. Hall of Priests: This building was once the council hall of the priests. The wreckage of the stools and table still litter the floor. The walls are covered by faded and moth-eaten tapestries, and the roof of the southern leg of the building is still largely intact.

A pair of Giant Weasels (HD: 3+3; HP: 25, 19; AC: 6; #AT: 1; D/A: 2-12; SA: blood drain) have recently taken up residence in a corner of this building in order to raise their three half-grown young (HD: 2; HP: 12, 8, 7; AC: 6; #AT: 1; D/A: 1-6; SA: blood drain) The weasels will attack viciously in defense of their lair, and if the young are attacked the adults will fight at +2 to hit. The weasels will not pursue a party out of the lair, unless the party is small or seems weak. They have no treasure.

17. House of the Priests: The door to this dwelling is still intact, and also intact is the magical Snare placed before the door, used to prevent the entrance of curious initiates.

Within, the house contains much worthless debris, as well as four damaged and broken cots, a table and chairs and four wooden chests, unlocked, which contain only rotten clothing and such.

18. House of the High Priest: The Dridanis high priest resided within this building. It shows signs of having been comfortably, if not luxuriously, furnished. The floor is covered with the tattered remains of rugs, and a fair-sized bed occupies the eastern portion of the room. There are also a table and chairs, a desk, and two stools, all weathered and worn by the ravages of time.

Beneath the rugs in the northwest corner is a trap door, with a small iron pull-ring. If the ring is pulled on, it will come out of the door without lifting it, and a Fire Trap will be activated for 13-16 points of damage to all within 5 feet, or half if a saving throw vs. magic is made. The trap door can be safely opened by sliding the door (only lifting it slightly) to the east.

Beneath the trap door is the legendary treasure trove of the Dridanis priests. The riches accumulated by the temple are kept in this room, which is 20 feet square with a 20-foot ceiling. A rope ladder extends from the trap-door opening to within 3 feet of the floor of the treasure vault. Most of the volume of the vault is taken up with mounds of copper pieces, and that is all that can be seen in the room upon initial observation. However, if characters descend the ladder and begin to burrow into the mounds of copper pieces, they may discover (30% chance per round of searching per character) other more valuable items. If a search is successful, roll d10 and consult the following list to determine exactly what is found. If duplicate results are

obtained on subsequent treasure rolls, then no item will be found at that time. The possible treasure is as follows:

1: A leather pouch containing three potions: *Extra Healing, Invisibility, and Levitation.*

2: A brass urn (worth 10gp) containing 7 jeweled items of 200-1,200 gp value each.

3: A silver case (worth 150 gp) containing a *Wand of Polymorph* (11 charges) with the command word written on the case in elvish.

4: A *Necklace of Delusion* (as the ring), which makes the wearer think it is a *Necklace of Adaptation.*

5: A large sack containing 1,600 gp.

6: A small chest (locked) containing 17 gems worth 50 gp each.

7: A bronze idol with emerald eyes, altogether worth 1,000 gp.

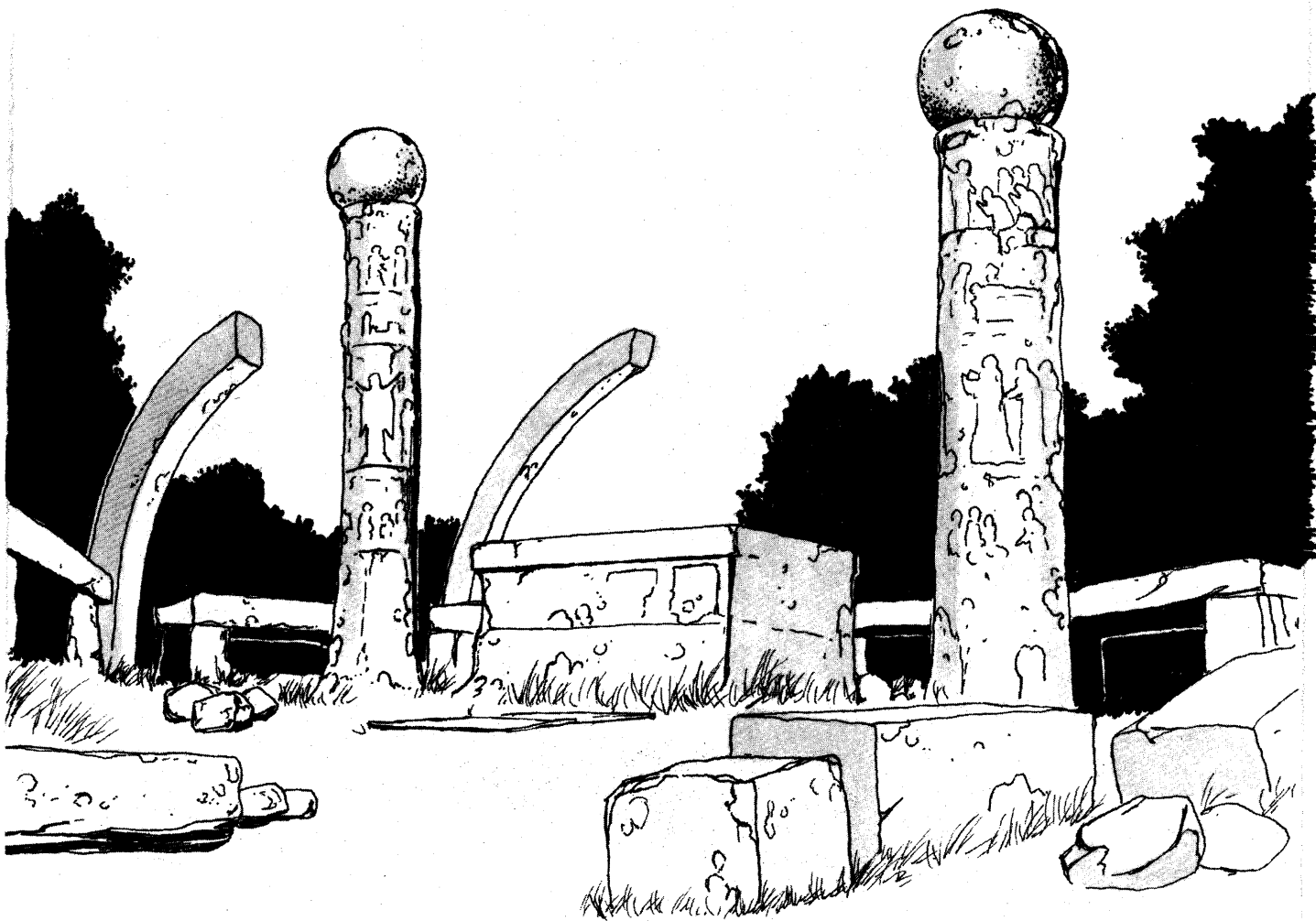8: A coffer (locked) containing 960 pp.

9: A leather scroll case containing a scroll of two magic-user spells, *Conjure Elemental* (earth) and Charm *Plants.*

10: A faded tapestry of exceptional quality, worth 3,000 gp.

The treasure vault has a delayed-action trap which will manifest itself beginning 5 rounds after the first character hops off the bottom end of the rope ladder. Anyone in the treasure vault at that time, or on the way down the ladder, will smell the odor of noxious gas. Two rounds after the first indication of the gas, the vault will be filled with billowing plumes of nauseating fumes (similar in nature to a *Stinking Cloud).* All characters in the vault will be affected by the gas. Those who make a saving throw vs. poison will be rendered helpless for 5-10 rounds each.

Those who fail the saving throw will be compelled to attempt an escape from the vault and the gas within. If a character leaves the vault (either by using the ladder or by employing magical means) under these conditions, he must make a roll against wisdom on d20. If the die result is greater than the character's wisdom score, that character will not voluntarily re-enter the vault for any reason unless his life is at stake. The gas will disperse at the end of the 10th round following the round in which it first filled the chamber, and the vault will present no further dangers to anyone who enters or re-enters it after that time.

19. The Sacred Stones: This Stonehenge-like semicircle of stones was used by the Dridanis priests for outdoor rituals. The site consists of nine rock benches, an altar flanked by a pair of 15-foot-tall pillars, and a semicircle of stone arches, a number of which have broken and fallen. The altar is bare, but the pillars, though worn by wind and rain, still show the remnants of the beautiful sculpturing, scenes from temple

life, which once adorned them. The pillars are topped by spheres of stone.

20. Wasps' Nest: Two fallen stone arches, once used for religious rites but now covered with brush and brambles, are the major features of this area. If characters disturb the vegetation around the westernmost stone, they will arouse a hive of wasps who have made their home there. The wasps will fly up with an angry buzz, attacking from 1-3 characters nearby with the same effects as a *Summon insects* spell. The wasps will stay out of their nest for a minimum of ten rounds, longer if the party remains in the vicinity (within 30 feet) of the nest. The wasps can be driven away by smoke or fire, or by an appropriate spell.

21. The Wall of the Seasons: In the center of the temple complex is the Place of the Seasons, which is enclosed by a wall of smooth, black granite, 15 feet high and 3 feet thick. The wall surface is interrupted only by four lo-foot-high gates of latticework iron, firmly fitted into the sides. All the gates are rusted shut, and there is no apparent mechanism for opening them. The gates are 50% magic resistant, and are unaffected by fire, cold, or electricity. A *Knock* spell which gets by the magic resistance will open a gate, and other spells may work (DM's discretion). Only blunt weapons of +2 or better will cause the gate to swing open upon a blow (and the gate's magic resistance must also be considered). Because of the many protrusions which extend outward from the latticework of the gates, they are impervious to an attempt to kick them in or shoulder them open.

Scaling the wall by non-magical means is impossible. The surface is very smooth and curved at the top, so that using a grapple will not work.

The area inside the wall is not so thickly forested as the outside, although there are many trees and shrubs. The center of the enclosed area is dominated by a tall, hemispherical mass of thorns with a smaller hemisphere of tree-like foliage visible over the top of the thorny mass. (The characters will not know the thorns are actually a hollow hedge from a view just inside the wall.) At the corners of the wall, located at each of the four compass points, are four different buildings, which apparently served as shrines.

22. Shrine of Spring: The entrance to

this shrine consists of a short, roofless walkway, walled on both sides, with large vines growing in profusion on the insides of the walls. Two large hawthorn trees stand to either side of this walkway. At the end of the walkway is a wooden door with copper fittings. Characters who enter the walkway area without taking some magical precaution (such as *Hold Plant* or some other spell which affects or inhibits plant growth, or any spell which produces an extreme temperature sufficient to destroy the vines) will get about halfway to the door before the vines to either side rapidly writhe and grow, sending out tendrils to grab the characters.

In that round, and every round thereafter, from 2-4 tendrils will attempt to wrap themselves around each character, striking as 7-hit-dice monsters. They do no damage, but for each vine which hits a character, that figure will suffer a -2 penalty (cumulative) on "to hit" rolls. When four or more have latched onto a character, he or she will be immobilized and unable to defend himself or herself. The tendrils can be fought; each has 5 hit points and armor class 6.

On any round in which a character is not held in place by vines, he or she may

run either out of the walkway or towards the door (which pushes open easily) when that character's turn to act occurs.

Within the temple itself, the shrine takes the form of a perfect square, with a flat ceiling 15 feet high. The walls are covered with intricately carved paneling, gilded with copper. Along the west wall, a 4-foot-high, semi-circular altar of wood, inlaid with copper, rests against the wall. Four small bowls, also of copper and studded with tiny rubies, rest atop the altar. They are valued at 500 gp each.

23. Shrine of Summer: This unusually shaped shrine is formed by a curved outer area connected to a half-dome on the southern wall, all constructed of red granite. The outer doors are wood with brass fittings. Two tall ash trees stand to either side of the temple at the northernmost corners of the structure.

The doors can be opened easily, revealing a dimly lit interior. Immovable brass braziers, tarnished and ash-filled, line the interior of the north wall. The half-dome area to the south is the most impressive feature of the shrine. The interior of the dome is gilded with a gold leaf design, which sparkles and shines, seemingly with a light of its own. The floor of the temple is mosaic. In the center of the design is an eight-pointed star, with a circular gold plate embedded in the floor at the center of the star.

A small altar of stone is built into the south wall in the domed area, with two braziers (in better condition than the ones on the north wall) fitted on top. Above the altar is another star design like that on the floor, but in the center of this star is a mirror. If the two braziers on the altar are lit and a character stands on the gold plate in the floor and looks up at the mirror, the following scene will be shown in the mirror:

This particular party of characters is seen approaching a thick barrier of thorns which extends higher than the party's tallest member. One character steps forward, reveals a silver-colored wand, and touches it to the surface of the thicket at a place where a rectangular, glowing aura is visible. As soon as this action is completed, a doorway appears in the thicket of thorns.

The only item of any great value in the shrine is the gold plate in the floor, worth 3,000 gp. It can be pried loose from the floor, but its bulk prevents it from being carried away by a single character.

24. Temple of Autumn: Two small holly trees flank the entrance to this roughly octagonal shrine of grey stone, topped by a tower, with a total height of 60 feet. The door is of metal, apparently silver (it is actually only silver-plated iron) and will swing open with little effort. Within, the shrine is rather bare, the only irregularities in the blank stone wall being the

alcoves to the north and south and the altar to the east. Each alcove has a shelf, on top of which is a single censer, formed of silver. Two more censers can be found on the altar. Next to one of them is a silver dish, worth 100gp, which holds several cubes of old incense. If this incense is burned in the censer which sits on the shelf in the south alcove, it will act as a *Censer of Summoning Hostile Air Elementals*. The censer on the shelf in the north alcove is a *Censer of Controlling Air Elementals*. The censers on the altar are non-magical, and have a value of 500 gp each.

25. Shrine of Winter: This hexagonal shrine of pale, blue-streaked rock has two hoary willow trees growing on either side of the south wall. The door is of tin, and can be pushed open easily. The in-

side of the shrine is moist and cool, lit by a phosphorescent glow coming from the two curved pools of water to either side of the doorway. When the shrine is entered, the water in each pool will form into a Water Weird (HD: 3+3; HP: 17 each; AC: 4; #AT: 1; D/A: 0; SA: drowning) which will lash out at any character within 10 feet of its pool.

At the east and west points of the shrine stand two white pillars, intricately sculpted with scenes of winter. Between the two pillars exists a shimmering, white curtain of cold (a variation of the energy which is released in the casting of a *Cone of Cold* spell. Objects passed through the wall must save vs. cold or be destroyed, while creatures must save vs. paralyzation when they pass through, or else take 2-12 points of damage and be paralyzed with cold for 2-12 turns. Char-

acters who save receive only 1-6 damage. A *Dispel Magic* will lower the cold curtain for one round, but fire magic used against it will be completely nullified by the curtain's power.

North of the curtain is a large, semicircular pool of very cold water, which surrounds a block of stone on top of which is a small fountain, its spray frozen in mid-air. Next to the pool is an iron bowl implanted in the rock, with a tin pitcher next to it. Both of these items radiate magic. If water from the pool is scooped up in the pitcher and poured into the bowl, the water will be transformed into one dose of a potion which will render the drinker immune to further damage from the curtain of cold (which must be passed through again in order to exit this area). A number of doses may be prepared equal to the number of characters in the room; after that, the water loses its magical properties, and anyone touching the surface of the water or the frozen fountain will receive 2-12 hit points of damage (no save). Any object besides the pitcher which touches these areas must save vs. cold or shatter.

26. The Great Oak: In the center of the Dridanis temple complex, surrounded by a circular hedge of thorns, stands the Great Oak, the central object of the Dridanis worship. Although the Dridanis have long since vanished, the Great Oak remains. It is the power vested in the tree (rumored among the Dridanis to be the work of the god Silvanus) which is responsible for the Wandering Trees. This power is also responsible for the relatively good condition (compared to the rest of the complex) of the shrines of the seasons.

The tree is surrounded by a circular hedge of thorns, a magical barrier against intruders. The hedge is 20 feet high; unless some magical assistance is used, or the characters are ever at the top of the tower of the Shrine of Autumn, it is improbable that they will be able to discern it is a hedge rather than just a mass of thorns. (The Great Oak is visible over the top of the thorns, but there is no way to know whether it is entirely surrounded by the thorny mass, or whether there is open ground between the two types of plant growth, until characters actually penetrate the inner circle.) The width of the hedge is 15 feet, and it cannot be climbed, for doing so would be a painful form of suicide if the climber was not protected by some powerful device or spell.

Chopping through the hedge is possible, but only magic weapons will affect it. A two-foot-diameter hole big enough for a man to pass through would take a total of 50 hit points of damage to clear. After the wall of thorns has absorbed 20 points of damage, the character attempting to clear the hole must crawl inside the par-

tial passage to finish the job, and will strike at -2 to damage because of the small space in which a weapon can be swung. For each round spent chopping at the thorns from outside the barrier, the character so engaged will take 2 points of incidental damage from the thorns. This figure increases to 4 points of damage per round when the character climbs inside the hole to keep chopping. Only one character may chop away at one hole at any time.

The thorns are unaffected by flame, but if an attempt is made to burn them an acrid cloud of poisonous gas will rise up in a 3" radius around the intended fire, doing 4-24 damage to all within, or half if a saving throw versus poison is made. Also, a modified form of *Anti-Magic* Shell extends 40 feet above the top of the hedge. Anyone who uses a spell or magic item to fly over the hedge and who fails to fly high enough to also clear the Shell will plummet into the hedge.

The hedge is penetrated by four permanent *Plant Doors,* one at each of the four compass points. These can be seen by a druid of 6th level or higher, and a druid of 10th level or higher could use them freely. A *Detect Magic* spell will reveal that there is strong magic in these locations, and there is a 5% chance per level of the spellcaster that the outline of the door will be seen as part of the dweomer. A second *Plant Door* spell, or a *Passwall* cast on one of these locations would allow entrance by the entire party, but these spells will not affect any other areas of the hedge. The *plant doors* will also open if touched by the silver wand from the crayfish lair (large-scale map, Encounter Area 8A).

Inside the hedge is a smooth, grass lawn, on which stand four stone arches and the Great Oak. The stone arches radiate a faint aura of magic. A character who passes through an arch in the direction away from the Great Oak will have 4-16 points of damage healed the first time such an action is performed. If a character attempts to duplicate this process, all subsequent strolls under the same arch or a different one will *cause* 1-8 points of damage.

The Great Oak itself is an ancient, gnarled live oak, not very tall but extraordinarily thick with a full, healthy spread of limbs. If any characters approach to within touching distance of the tree, its leaves will rustle, and they will hear a voice, very deep and resonant, in their minds, via *telepathy.* The Great Oak's reaction to the characters depends on their previous actions, for it has an empathetic communication with the entire forest, and will know if the characters have been destructive or friendly to the trees.

If the tree is friendly to a party, it can aid them with information, including knowledge of various parts of the temple area

which the party may not be aware of. If neutral in reaction, the Oak might demand some service from the party. If its reaction is unfriendly, it will try to drive the party members from the Forest, or even kill them if it has a particular dislike for their actions.

The Great Oak cannot attack physically. Weapons used against it must be enchanted to at least +2, and the Great Oak is treated as having armor class -4. Blunt weapons and cold-based attacks will do it only half damage; normal or magical missiles only cause 1 point of damage per hit. The tree has 140 hit points. It is 25% magic resistant. The tree is unaffected by poison, or by any form of *charm* or *hold* spell. The Great Oak has the following magical abilities, which can be utilized at will, one ability per round: *Entangle, Faerie Fire, Detect Magic, Read Magic, Charm Monster, Warp Wood, Hallucinatory Forest, Turn Wood, Geas.* It may also perform any of the following, once per day each: *Call Wood/and Beings* (always successful), *Confusion, Reincarnate, Transmute Metal to Wood, Wall of Thorns, Control Weather.*

When playing the role of the Great Oak, the DM should be strong and sure in his decisions. Do not hesitate to punish (even perhaps attempt to destroy) a party which attacks the tree or otherwise shows themselves to be enemies, but respect those characters who truly desire to be friendly with the woodlands. The Great Oak is not hasty, and may take hours or days to make important decisions But if the Forest itself is threatened, it will act with all due haste to quell the threat. If the tree (and the god it represents) is really angered, it is possible that the Great Oak will try not to let the party leave The Forest alive.

Phooka

FREQUENCY: *Very rare*
NO. APPEARING: *1-6*
ARMOR CLASS: *2 (5)*
MOVE: *0" (15")*
HIT DICE: *4+4*
% IN LAIR: *15%*
TREASURE TYPE: *Q(x5), X, Y*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: *2-8 (1-4)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: *25%*
INTELLIGENCE: *High*
ALIGNMENT: *Chaotic neutral*
SIZE: *L (S)*
PSIONIC ABILITY: *Nil*
  Attack/Defense Modes: *Nil*

Phooka are tree spirits who inhabit wild, tangled forests. They are mischievous and perverse, and humans and their kin are often the target of cruel Phooka pranks.

A Phooka. has two forms, that of a gnarled, leafless tree, and the more common form of a squat, withered man with a goat-like face and small, twisted horns protruding from its forehead. (Some statistics vary from one form to the other; in such cases, statistics for the man-like form are given in parentheses in the list above.) During the day a Phooka may assume either form at will, but at night the creatures will always take on the immobile tree-shape, and thus they are generally more vulnerable (because of their inability to move along the ground) when encountered after nightfall.

When in tree shape, a Phooka may only be hit by iron or magic weapons. A Phooka in tree shape may not move from the place it is located, but may flail with its limbs at anyone who comes within reach. It can reach potential victims standing as far as 20 feet away from its trunk, but any attack made at a distance of greater than 10 feet will be at -2 "to hit" and to damage.

In man form, a Phooka is armed with a short wooden club. In this form, the creature can be hit and damaged by any type of weapon.

Phooka have the following magical abilities which may be performed at will: *Audible Glamer, Darkness, Trip, Speak With Plants, Pass Plant* and *Levitate* (the latter two in man form only). Once per day these creatures may use *Wall of Thorns, Hallucinatory Terrain, Fumble, Transmute Metal to Wood,* and *Animate Object.*

A Phooka can see invisible objects or creatures within 6", and these creatures have superior infravision (range 12"). They surprise others on a roll of 1-4.

Any character(s) unfortunate enough to encounter one or more Phooka will be tormented relentlessly until the creature becomes bored or is scared off. Ignoring a band of Phooka will often cause the creatures to drift away in search of more exciting adversaries — or the same action may incite them to increase their efforts to pester the party. A powerful group of adventurers may frighten away Phooka with a show of force, and the creatures may also be bribed to get them to go away, but it is unlikely (because of the chaotic nature of the beasts) that Phooka which are frightened or bribed will stay away forever afterward.

Phooka speak their own language, their alignment tongue, and the languages of satyrs and pixies. They can also communicate in the common tongue, although they seldom care to do so.

UP ON A SOAPBOX

Play a villain? An evil idea

by Brian Blume

It is very difficult to believe that any intelligent AD&D™ player would deliberately choose to play a character of evil alignment.

Of course, AD&D games, being made of the stuff of heroic fantasy, necessarily deal with the concepts of good and evil — how else could characters perform brave and heroic deeds if no evil beings existed to vanquish? Thus, the game must allow for evil characters to exist. But, as in real life, no thinking player should want a life of evil with all its inherent disadvantages.

In real life, evil people tend to be ostricized from society. No one trusts them; no one co-operates with them. Play in the AD&D game, if the DM and the players portray their roles correctly, reflects these disadvantages in even a more pronounced manner than in real life.

The Dungeon Masters Guide defines the evil sentiment this way: "This ethos holds that seeking to promote weal (welfare) for all actually brings woe to the truly deserving. Natural forces which are meant to cull out the weak and stupid are artificially supressed by so-called Good and the fittest are wrongly held back, so whatever means are expedient can be used by the powerful to gain and maintain their dominance, without concern for anything." Thus a player choosing to play an evil character, in order to play the role of the character properly, must follow this creedo faithfully: Might makes right. The strong take whatever they want from the weak. *Justice* has no meaning. Only the strong have the right to survive and rule. Concepts like loyalty, honor and truth are meaningless.

It is easy to see what events will follow in a well-played game where one player of a group chooses to adopt the role of an evil character. No one can trust that character — and many will find it nearly impossible to co-operate with a character they cannot trust. The player portraying the evil character, if playing the role properly, eventually will not be invited to the games with other players and will have to go on adventures alone. (This is a horrible fate!) As in real life, teamwork and co-operation are vital to achieving the greatest amount of success in a well run game; this is the essence of the AD&D game. A person who must adventure by themselves is at an incredible disadvantage.

In games where several players choose to adopt evil roles, the results are even more profound if the roles are played properly and the game is well run. No one can trust anyone else. The characters will continually strive at cross-purposes to become the most powerful at the expense of the others. Co-operation will be nonexistent. When one succeeds at becoming the most powerful and starts dominating the others, the group will either disintegrate into separate solitary adventurers or the weaker players will continually look for an opportunity to crush the leader at a moment of weakness. Under these circumstances, it is impossible for one or more evil characters to complete and be as successful as a group of good characters whose byword in cooperation.

Thus, evil in the game has the same effects as evil in real life. There is no trust and no co-operation, only fear and hatred.

One final insult to evil is built into the game. Certain valuable magic items, especially magic swords, are usable only by characters of certain alignments, and the number of such items are available to evil characters is severly limited. Using the example of magic words, only 15% of all magic swords are usable by evil characters, as opposed to the 35% that are usable by neutral characters and the 55% that are usable by good characters. This is definately a discouragement to evil characters.

In real life, evil people end up friendless and unwanted. They exist only by creating fear in those they can dominate. In a well-played role, an AD&D character will end up in exactly the same position. To repeat the opening statement . . . It is very difficult to believe that any intelli- AD&D player would deliberately choose to play a character of evil alignment in the course of their game.

Dungeons aren't supposed to be 'for men only'

by Roger E. Moore

Of the many people I've known in four years of playing the D&D® and AD&D™ games, one guy I won't forget created a particularly savage universe for some adventures. Many of the players in his campaign were struck by the extreme levels of violence during the sessions; the atrocities committed were much encouraged by the Dungeon Master himself. One afternoon he was showing me the long lists of non-player characters from each city on his mapboards. "If you'll look at all the women characters," he said, "you'll see that I made their charmismas really high and their strengths really low. That's so they're easier to rape when their city gets conquered."

None of his players were female; although some of the guys in the campaign wanted them, no willing women were ever found — not surprising, since women weren't given any encouragement to join, and would have had difficulty relating to a universe based on rape, butchery and unbeatable monsters. Eventually, even the male players tired of the campaign, and it folded.

The best role-playing games, to quote Jean Wells and Kim Mohan in their article *Women Want Equality"* (DRAGON #39), allow for "the possibility of intrigue, mystery, and romance involving both sexes, to the benefit of all characters in a campaign." All-male D&D and AD&D groups, for whatever fun they are, lack this and the loss can be felt by all. Some players go to considerable lengths to bring wives, girlfriends, and other female acquaintances to game sessions, help them roll up characters, and get them involved in the group. Sometimes a male Dungeon Master can make the chances of equalizing a group a lot more difficult by not examining his own feelings about women players in the game.

Male Dungeon Masters must be aware of several factors when running a game with both sexes acting as players. One of these things involves rape, which wise DM's will avoid having occur regardless of their players' gender. Male players with female characters don't seem to care much about this if it happens to their characters; some even seem to get a kick out of it somehow. If a female character gets raped in the game, particularly by one of the DM's NPC's, the player in all likelihood will be very embarrassed, very upset, and very angry and hostile. It's probable that the player may quit playing D&D games altogether, or at least find someone else's group. Sure, a DM can argue that rape is something that happens in both real and fantasy worlds (is your fantasy world also beset by inflation, high unemployment, and racism to make it more real?), or that the female player brought it on herself by acting seductively (blaming the victim is always fun), or that the female player is getting upset over nothing. I'd be interested in hearing what male gamers would think if their favorite male characters became part of a scenario reminiscent of the novel/movie *Deliverance.* Sound exciting? I didn't think so. Keep it in mind.

Female players also resent being regulated to a second-class position in the game. Many male DM's are fond of game universes set along the lines of John Norman's Gor/Counter-Earth series, where women exist as slaves to serve men. The Arduin Grimoire Trilogy went so far as to establish a whole character class (for female characters) called the Courtesan, basically a non-adventuring prostitute. This will tickle the women in your group as much as it would tickle them in real life, meaning they'll probably hate it with a passion. Women are as capable of feats of heroism, genius, and cunning as men are in D&D games. My wife's halfling thief character (female) once earned a place in local D&D legend by pulling off all the missiles from a necklace of fireballs and throwing them all at once into a cave full of Frost Giants, killing about fifty of them and saving the

group from being shot with ballistas. The same character was smart enough and lucky enough to survive the entire trip into Gary Gygax's *The Tomb of Horrors* module, which is a remarkable feat in itself. She was the only character not killed or seriously injured, always using her head to avoid the gravest dangers. The character of another female player was in a party with me walking in the hills one nice fantasy summer day when a Beholder caught us at close range. In a couple of rounds most of us had been death-rayed, stoned, or telekinesed away. All the survivors ran for the woods except for her character, who was *charmed* and made her nearly immune to further magical attacks. She could've run; I certainly did. Instead she turned around and made the Beholder into Hamburger Helper. Her reward was instant hero status in our group for as long as she gamed with us. Everyone in D&D games wants to be great in some way, men and women alike. To deny this to a player on the basis of sex is to do all your players a disservice.

Some female players enjoy having their characters flirt a lot with the other male players' characters, just as the guys like their characters to flirt with female characters. Some want their characters to do more than just flirt. What happens if one's character gets pregnant (which in game terms is a definite hold-back to one's career)? The DM can help circumvent this problem in one of several ways:
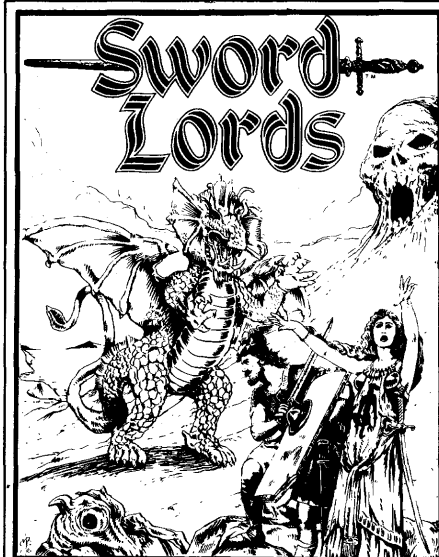
— Don't bother to "role for pregnancy", assuming divine intervention is responsible (Isis and Athena don't want their female followers laid up having babies all the time, interrupting their careers, etc.)

— Suggest in a roundabout way that a *Wish* could be used to prevent the possibility of unintentional future. pregnancies. If Wishes can do anything they can certainly do this.

— Have a Magic-User invent a magic pill that permanently prevents conception unless the female characters want to get pregnant.

The most important thing a DM can do for male and female players alike is to be fair and not make a habit out of singling out one sex for more protection or more damaging encounters than the other sex. If you have a gang of louts on some streetcorner insult all the women characters in one encounter, have another group insult all the men in another. Maybe better, have them insult everybody. Fairness on the part of the DM will be much appreciated by the group, because it reduces friction between the group members and the DM, and contributes to the success of the campaign.

In short, giving an Amazon the same chances for doing great deeds as a Hercules has can really make the game for your players and for you.

The chronology of Minaria

by Glenn Rahman

This closing chapter of *Minarian Legends* presents Divine Right fans with a series of chronological tables summarizing the events of Minarian history. This guide to the chapters of *Minarian Legends* published in DRAGON™ Magazine adds some new items of Minaria.

Among the abbreviations used are: E (Early), M (Middle) and L (Late). All dates are AC (After the Cataclysm).

The Eaters of Wisdom (EW), Elfland (EL), Hothior (HO), Immer (IM) and Troll Land (TR).

01: The great Cataclysm destroys the Lloroi Empire.

02 - **M** 300's: (EL) — The Elves reestablish a central government under High Prince Seolan and his successors.

(IM) —The Conodras people develop a tribal lifestyle enduring many centuries.

L 300's: (TR) — The Trolls arrive at Stone Face and choose Apashag king.

400's: (EL) — Elfland enjoys an advanced civilization. (HO) — The Trolls dominate ancient Hothior (Soraskier).

452: (TR) — The Trolls encounter the Miviorians at Boran; centuries of border conflict begin.

E-M 500's: The Ogres force many human tribes out of western Minaria.

(HO) — Humans enter Soraskier and struggle for possession of its territories. (IM) — The ancestors of the Vidarna tribe inhabit the area south of the Well of Lered.

565: (EL) — Displaced by Ogres, the Sion Hac conquer Elfland.

L 500's: (EW) — Singing Dream, Hierophant of the Temple of Kings, establishes the Order of the Walkers (the Eaters of Wisdom). (IM) — Authari and Euin lead the new Vidarna tribe to Lake Carth.

E-M 600's: (EL) —The Elves struggle for independence from the Sion Hac.

(TR) — The Trolls are driven to the north of Bad Axe Forest.

689: (EL) —The Sion Hac capital of Pheridad falls; Elfland liberated.

690: (EL) — The Elves begin building a new capital, Ider Bolis.

696: (HO) — Zefnar establishes Rocazha, a trading post in Soraskier.

700's: The western peoples are concerned primarily with local matters. (EL) — Elfland rebuilds its civilization, but persecutes the mixed-blooded (human and Elf) Ercii minority.

799: (HO) — The Milkyaten tribe revolts and drives the Zefnarites from Soraskier. Yakami is made ruler of a Milkyaten kingdom.

E 800's: (HO) — Zefnar builds a new trading center at Castle Lapspell.

811: (EW) — Joyous Hand robs the library of the Temple of Kings of numerous magical scrolls; is driven to his death by demons.

815: (EW) —The Fane of the Walkers is established at the Well of Lered.

823: (HO) — Orenburt the Wise becomes king of the Milkyatens.

M800's: (EW) — The Leredgard heresy spreads among the Order of the Walkers. (HO) — Orenburt unites the kingdom of Hothior under his scepter.

858: (HO) — The Hothiorians capture Zefnarite town of Castle Lapspell.

884: (TR) — Stone Face sacked by Mivior; the Trolls begin a long period of guerrilla resistance.

885: (EL) — The Elves attack Addat and are defeated by Mivior.

887: (EL) — Elfland and Mivior make peace; Elir begins a religious revival.

L 800's: (EL) — Some persecuted Ercii leave Elfland and become the Wandering People.

905: (HO) — Wisnyo Chief Simir Raviev conquers southern Hothior.

937: (TR) —The Trolls make an alliance with the Sea Serpents against the Miniorians.

946: (HO) — The last Wisnyos are expelled from Hothior.

948: (TR) — Yemojagg agrees to a ten-year truce with Mivior.

949: (HO) — The "abominations of the land and the horrors of the air" devastate Hothior.

950: (EW) — The "abominations" destroy the Fane of the Walkers.

951: (EW) — Leredarg heretics take control of the Order of the Walkers, the Eaters of Wisdom break with the Temple of Kings. (IM) — The "abomina-

tions" drive the Vidarna tribe northward.

958: (TR) —The truce between the Trolls and Mivior expires; war resumes.

980: (EW) — The Invisible School of Thaumaturgy admits students.

981: (IM) — Teredon of the Vidarna tribe enters the Invisible School.

L 900's: (HO) — Hothior lays prostrate.

(TR) — The Trolls win back their ancient boundaries.

E 1000's: (EL) — Huardar takes the throne of Elfland and reorganizes the Elven army. (HO) — Hothior is invaded by Muetar. (IM) — The Muetarians drive the Vidarna north of Lake Carth; Teredon returns to the Vidarna tribe to introduce the worship of the god Anshar; the western Conodras territories are subjugated by the Elves.

M 1000's: (HO) —The Hothiorians begin an insurrection against the Muetarian occupiers. (IM) — Anshar-worship replaces that of the old faith.

1044: (EW) — Men start to disappear in the Forest of the Lurking, inspiring the legend of the Mist Monsters.

1060: (IM) — Kharkem is chosen as the first king of the Vidarna people.

L 1000's: (EW) — The Eaters of Wisdom work to improve their military resources. (IM) — Kharkem and his successors put military pressure on the Muetarian border; the Vidarna dukes begin to make private conquests in Conodras territory.

1098:(HO) — Walkort becomes king of Hothior and expels the Muetarians.

1101: (EW) —The Eaters of Wisdom war with the Muetarians and test their magic Bridge.

1133-1135: (EL) — War between the Elves and the Dwarves for possession of Aws Noir; Dwarves enlist barbarian

aid; war ends by treaty and the mining of gold at Aws Noir begins.

1147: (EL) — High Princess Ideh dies mysteriously; a period of political instability is initiated.

M-L 1100's: (HO) — Horthior starts a small merchant marine; royal horsehide tanneries are established in Port Lork. (IM) — The Vidarna dukes impinge upon the Elven sphere of influence in Conodras territory. (TR) —The Miviorians renew pressure on the Trollish borderlands.

1205: (IM) — The Eaters of Wisdom encourage Mesilim of Immer to extend his royal power to the north.

1209: (IM) — Mesilim and the Eaters of Wisdom capture the fortress of Agada.

1210: (IM) — Mesilim moves the capital of Immer to Agada (now Castle Altarr).

1228: (IM) — Mesilim dies; the Vidarna dukes reassert their power.

1230: (IM) — Etirun of Elfland provokes the government of Immer.

1231: (IM) — The Ducal War begins.

1234: (IM) — Etirun of Elfland is captured and forced to make peace.

1235: (IM) — The last rebel dukes surrender to the king of Immer.

M 1200's: (EL) — Social turmoil wracks Elfland. (HO) — The Hothiorians press upon Stone Face. (TR) — The Trolls draw up permanent borders with Mivior.

1250: (IM) — Catastrophic flooding in Immer.

1288: (IM) — The Eaters of Wisdom defeat a Goblin army at Warlock's Hill.

1297: (EL) — Boewenn the Bard seizes the throne of Elfland.

1299: (EW) —The Eaters of Wisdom discover the Air Dragon calling spell.

1300: (EL) — Boewenn captures Aws Noir.

1302: (EL) — Boewenn invades Mivior and Hothior — Boewenn's War begins.

1303: (EL) — Boewenn captures the Invisible School and invades Immer; the Goblins defeat the Elves at the Battle of Twilight Moor. (TR) — The Trolls invade Bad Axe Forest.

1304: (HO) —The Hothiorians defeat the Trolls at Copper Pond. (EL) — The allied kingdoms invade Elfland and sack Ider Bolis; Boewenn slain; the allies place a puppet, Gwawl, on the throne of Elfland.

1307: (EL) — The last foreign occupiers leave Elfland; Gwawl is slain in a riot; Maenor takes the throne and initiates government reform.

1324: (IM) — Reglissar intervenes in the Brother's War in Zorn.

1325: (IM) —An agent of the Goblin rebel Ortwir assassinates Reglissar.

E-M 1300's: (EL) — Maenor's policies make Elfland a more open and prosperous society. (EW) — The Eaters of Wisdom reform and recover from the losses of Boewenn's War. (HO) — Melwert suppresses the independence of the Hothiorian nobility and enhances

royal power. (TR) — The Trolls settle their differences with their neighbors and attempt to modernize Troll land.

The Barbarian North (BN), the Dwarves (DW), Muetar (MU), the Shards of Lor (SL) and Zorn (ZN)

01: The great Cataclysm destroys the Lloroi Empire.

02-400: (DW) — The Dwarves develop an advanced type of tribal life in the Mountains of Ice. (MU) —Village life survives in Kalruna-Sasir (ancient Muetar) and its people prosper for a time; eventually the communities quarrel and cannot unite against the barbarian menace. (SL) — The Tower of Zards survives the Cataclsym and stands shunned for many centuries. (ZN) — The Goblins drift into the Nithmere Mountains from the northland.

E 500's: (MU) — Barbarian hirelings revolt and seize Kalruna-Sasir.

M 500's: (DW) — Barbarians force the Dwarves to migrate to Alzak, in the Barriorr Mountains.

600's: (DW) — The last of the Dwarves leave the Mountains of Ice and start the village of Rosengg in the Barriorr Mountains.

700's: (MU) —The conquerors of Kalruna-Sasir settle down; later in the century new barbarians, the Mueta, invade from the east.

E 800's: (MU) — Many small kingdoms have developed in Kalruna-Sasir; the Mueta grow in power in the east.

838: (MU) — The Muetar leader Oyaro seizes Basimar and founds the Oyarostar dynasty of Muetar.

M-L 800's: (MU) — Muetar begins a gradual expansion to the west.

951: (MU) — The "abominations of the land and the horrors of the air" reach Kalruna-Sasir.

L 900's: (MU) — Muetar annexes the territories of those neighbors weakened by the invasion of "abominations."

E 1000's: (MU) — Muetar reaches its present-day boundaries; the Vidarna tribe is driven north of Lake Carth; the Muetarians occupy eastern Hothior. (DW) — The Dwarves are troubled by increasing Goblin and barbarian raids; the movement toward Dwarven unity gains momentum.

M 1000's: (MU) — Muetar's effort to colonize Hothior is met by stiff native resistance.

1040: (DW) — Eorpwul is chosen king of the united Dwarves.

1098: (MU) — Muetar is defeated and expelled from Hothior.

E 1100's: (DW) — The Dwarves mount extensive expeditions to explore for mineral deposits. (MU) — The Vidarna kingdom troubles Muetar's northern border; Muetar's defeats abroad cause dissent at home.

1133-1135: (DW) — The Dwarves and Elves war for possesion of Aws Noir;

the Dwarves open the mines at Aws Noir.

M-L 1100's: (MU) — Baronial unrest and a series of weak kings sap the strength of the Muetarian kingdom.

1188: (MU) — Muetarian hunters discover the Witches' Kitchen.

E 1200's: (DW) — The Dwarves cease exploring for foreign ore deposits; Dwarven politics are disturbed by factional recriminations. (MU) — Muetar troubled by raiders from Immer, Zorn, Hothior, the South Plains and Zehr-hu-Pon. (ZN) — Mensmal becomes chief of the Gakstetter Goblins; he establishes dominance and order in southern Zorn, (SL) — The Goblins make the first report of the appearance of the Black Hand in the Shards of Lor; later the Dwarves confirm the story.

M 1200's: (MU) —The government of the Oyarostar dynasty is paralyzed by domestic disorders and foreign raiders. (ZN) — The Goblins become the leading slavers in the north; the worship of Nergil, the Ram God, spreads through southern Zorn.

1247: (DW) — Erdwa becomes queen of the Dwarves.

1248: (DW) — Erdwa poisons Leofog of Alzak; civil war explodes in Dwarfland. (ZN) — Gronek the Goblin offends the Black Hand and is punished by madness.

1250: (DW) —An earthquake shakes the Barriorr Mountains.

1254: (MU) — A usurper murders the Oya royal family and mounts the throne; Egalon of Pennol raises the country against the upstart.

1255: (MU) — Egalon is anointed emperor of Muetar.

1256: (MU) — Egalon destroys a host of Longmir Goblins at Tanglefoot.

1257: (DW) — Erdwa's faction wins the civil war in Dwarfland; a period of social ferment and disillusionment follows.

L 1200's: (MU) — Egalon and his son Besor restore their kingdom's strength and prosperity. (ZN) — Economic problems upset Zorn's social order; impoverished Goblins increase their raiding abroad; Nergil-worship spreads throughout Zorn.

1284: (DW) — The Dwarves destroy an army of raiders from the Border Forest.

1286: (MU) — Besor scourges the Border Forest barbarians.

1288: (ZN) —The Gakstetter Goblins attack Immer and are defeated by the Eaters of Wisdom at Warlock's Hill.

1289: (BN) — The northern barbarians accept Sangaru Black Hammer as Great Chief.

1290: (ZN) — The northern barbarians attack Zorn — the Great Barbarian War.

1297: (ZN) — The Black Hand helps the Goblins defeat the barbarians under Sagaradu Black Hammer at the Battle of Stone Toad Forest.

1298: (ZN) — Zorn expells last barbarian.

1299: (ZN) — Ockwig is made sirdar of a united Zorn.

1300: (DW) — The Elves seize Aws Noir; the Dwarves declare war.

1303: (ZN) — The Goblins declare war and defeat the Elves at Wild Wood.

1319: (BN) — Vimar, chief of the Markarakati, is assassinated by Mahalay.

1320: (ZN) — Nystul of Zorn attacks Rosengg, but is defeated by a Dwarven-Muetarian alliance.

1322: (ZN) —The adventurer Ortwir initiates the Brothers' War in Zorn.

1324: (ZN) — Reglissar of Immer intervenes in the Brothers' War.

1325: (ZN) — Ortwir is defeated and forced to flee Zorn.

1341: (BN) — Juulute Wolfheart returns to the Markarakati territory to vanquish the monster that oppresses it; Mahalay dies and is succeeded by Durvas.

M 1300's: (DW) — Dwarven society regenerates after its long nadir. (MU) — Muetar is recognized as Minaria's strongest power. (SL) — The Black Hand maintains contact with Minaria's governments. (ZN) — The Goblins settle their domestic problems and win respectability among nations.

Mivior (MV), Pon (PN), Rombune (RM), Shucassam (SH) and the South Plains (SP)

01: The great Cataclysm destroys the Lloroi Empire; the peninsula of Umiak submerges, destroying the Lloroi capital of Niiawee. (RM) — The Golkue, Thores and the Isle of Fright remain above water. (MV) — The lands of the future Mivior rise from the sea floor. (PN) — Vultelina (ancient Pon) is warped by mountain-buildings; (SP) — the cities of the South Plains hold on to civilization.

02-250: (MV) — The ancestors of the Miviorians maintain civilization in the country of Skarabrae in Reiken. (PN) — Ancient Pon is a site of deep barbarism. (SP) —The Immortal Lord takes power in Khuzdul; elsewhere the cities are governed by democratic councils that are gradually replaced by monarchies.

250 (approx.): (MV) — The ancestors of the Miviorians flee the Luwamnas of Reiken and arrive at the Isle of Boliske.

251-450: (MV) —The Miviorians prosper on Boliske. (SP) — Trade begins between the cities of the South Plains; a strong merchant class develops.

452: (MV) — Mivior founds the town of Boran; the Trolls offer resistance.

500's: (SP) — The merchant class takes power on the South Plains. Zefnar and Parros form merchant fleets.

524: (SP) —The Immortal Lord is driven from Khuzdul.

527: (MV) — The Miviorians found the town of Colist.

543: (MV) — The Miviorians make contact with Zefnar.

585: (MV) — Zefnarite slave-raiding forces Archon Barnas to build a fleet.

E 600: (MV) — Mivior conquers the area north of Colist; Mivior builds its own merchant fleet.

609: (RM) — Parrosian seamen discover the Golkus and Thores.

M 600's: (RM) — Slave-raiding and disease decimates the natives of the Golkus and Thores. (SP) — The cities of the South Plains prosper.

661: (MV) — An earthquake destroys Boliske.

662: (MV) — The capital of Mivior is moved to Colist.

L 600's: (RM) — Pirates set up bases on the Golkus and Thores.

E 700's: (MV) — Rivalry develops between Mivior and Zefnar for the right to establish trade with the Soraskiers. (PN) — Adeesi traders enter Zehr-hu-Pon (early Pon).

766: (SP) — Adeese wars with Khuzdul over mining rights; Roton Shojut organizes Minaria's first band of modern-style mercenaries.

775-778: (MV) — Mivior and Zefnar fight the Soraskier War.

L 700's: (PN) — The Bisini tribe wins dominance in Zehr-hu-Pon.

799: (SP) — Zefnar is driven out of western Soraskier.

E 800's: (PN) — Adeesi traders discover a tin mine at Marzarbol. (RM) — The pirates of the islands become a serious menace for the next century.

844: (PN) —The Bisinis revolt and massacre the Adeesi mining colony.

846: (PN) — The Black Knight leads the Adeesi army in an invasion of the Bisini territory. (MV) — Mivior launches the first of its new-model deep-water vessel, the *Iamash.*

848: (PN) — The Bisini surrender; a century and a half of colonizing begins.

883: (MV) — Mivior conquers the north coast and founds Addat.

884: (MV) — Mivior conquers Serpent Bay and sacks Stone Face.

885: (MV) — The Elves attack Addat, but are decisively defeated.

L 800's: (RM) — Trade in the Sea of Drowning Men is depressed by the pirate menace. (SP) — Barbarian activity disturbs the southern borderlands.

888: (RM) — The Wisnyo tribe, under Simir Raviev, captures Parros.

889: (SP) — Simir Raviev captures Jipols.

892: (SP) — Simir Raviev captures Zefnar.

893-894: (SP) — Simir Raviev assails Khuzdul, but is held at bay.

E-M 900's: (RM) —The capture of Parros and Zefnar curtails maritime trade; only Mivior can provide the pirates with rich loot.

905: (SP) — Using the fleet of Zefnar, Simir Raviev invades Hothior.

907: (SP) — The aged conquerer, Simir Raviev, dies, leaving an empire.

933: (RM) — The Miviorians destroy the pirate bases on the Golkus.

948: (MV) — Mivior signs a ten-year truce with the Trolls.

949: (MV) — The invasion of "abominations" devastates Mivior. (SP) — The king of the Wisnyos is murdered while fleeing from reported "abominations"; the cities of the plains throw off Wisnyo rule and set up republics — which fail to recapture the vitality of earlier times.

958: (MV) — The Trolls successfully invade weakened Mivior; Boran is sacked.

L 900's: (MV) — Beleaguered Mivior ceases to be a viable power.

(RM) —The lack of merchant shipping forces many pirates into other trades. (SP) —The cities of the South Plains find it increasingly hard to pay their mercenaries or control their unruly demands.

1012: (SP) — Esheq the Ginnui leads a mercenary revolt and takes power in Adeese, ushering in the Age of Tyrants.

1014: (PN) — The Adeesi general Kedron takes Marzarbol and is made its duke; Adeesi control of Zehr-hu-Pon ends.

1015: (MV) —The Ogres destroy Addat.

1020: (RM) — Marko Steel knife labors for a united Rombune and builds the fortress of Port Leeward, later called "the Golkus".

E-M 1000's: (SP) — All the cities of the South Plains succumb to tyrants.

1051: (RM) — Rombune is united under King Marko Steelknife.

1087: (MV) —The last Luwamnas lord of Reiken falls.

1098: (MV) — Mivior's fleets defeat those of Zefnar, Parros and Rombune at the Battle of Marooner's Island.

1102: (RM) — King Harus Tarpaulin outlaws piracy in Rombune.

1111-1112: (SP) —The War of the Three Tyrants is waged between Jipols, Khuzdul and Adeese.

1119: (SP) — Refugees from Gyhara conquer the city of Jipols.

E-M 1100's: (RM) — The filibusters of the Westward Islands become a menace.

1139: (RM) — The Black Knight and the fleet of Parros defeat the filibusters.

1142: (RM) — Rombune invades the Westward Islands to set up a protectorate.

1142-1153: (RM) — The Westward Islands struggle for independence.

1153: (RM) — King Nectano is forced to abdicate; Janup Goodcargo is elected king and ends the war in the Westward Islands by treaty.

L 1100's: (MV) — Mivior regains its long-dormant power and recovers some of the land lost to the Trolls. (RM) — King Janup and his son restore Rombune's prosperity; the filibusters are slow to recover from war with Rombune. (SP) — Strife keeps the cities of the plains weak.

1205: (SH) — The barbarian Shucassamis enter southern Minaria.

1214: (SH) — The Shucassamis capture Jipols; a long period of raiding begins.

M 1200's: (MV) — Mivior makes a permanent border settlement with the Trolls.

(RM) — The filibusters set up Slave Island.

1250: (SP) — Greystaff helps Adeese defeat Proerno of Heap. A tidal wave strikes the Sea of Drowning Men.

1251: (PN) — Marzarbol and Heap become a united dukedom under Lango.

1252: (SH) — The Shucassamis capture Adeese, founding the Shucassamite state.

1254: (SH) — Khuzdul falls to King Beniyan of Shucassam.

1267: (RM) — Daring Goodcargo becomes queen of Rombune.

1269: (SH) — King Beniyan of Shucassam attacks Parros and Zefnar.

(RM) — Rombune allies with the cities against Beniyan.

1271: (RM) — Queen Daring weds Galiz Tabir, the tyrant of Parros.

1272: (RM) — Rombune and Shucassam sign a treaty; Parros becomes a protectorate of Rombune. (SH) — Shucassam annexes Zefnar.

L1200's: (PN) — The Ygelis tribe dominates the demoralized barbarians of the Border Forest.

1283: (PN) — The Ygelis attack Dwarfland and are destroyed at Ram Mountain; their fall initiates a new power struggle in the Border Forest.

1286: (PN) — Besor of Muetar invades and devastates the Border Forest.

1287: (PN) — Diivois of Pon extends his protection to the Border Forest.

1289: (PN) — Diivois of Pon orders the castle of Crow's Nest built.

1291: (PN) — Ducal unrest follows the succession of Sinda to the throne.

1294: (PN) — Archduchess Sinda weds Duke Altias, founding the Ioljan dynasty of Pon.

1302: (MV) — Boewenn of Elfland sacks Addat — Boewenn's War.

1304: (MV) — Mivior and its allies capture Ider Bolis.

E-M 1300's: (MV) — Mivior remains the greatest sea power, but keeps watch on ambitious Rombune. (PN) — Pon competes actively for control of the southern trade routes. (RM) — Rombune attempts to enter the Reiken trade; several naval clashes with Miviorian warships ensue. (SH) — Shucassam becomes Minaria's richest state; a bitter rivalry for the southern trade develops with Pon.

1347-1350:(PN) — Shucassam invades Pon, but after an exhausting struggle the parties grudgingly draw up a peace that settles no issues.

Dragon

ACADEMY OF ADVENTURE GAMING ARTS & DESIGN
OFFICIAL ORIGINS AWARDS NOMINATION BALLOT

for the year 1981, to be presented at ORIGINS '82, July 23,24,25, 1982, in Baltimore, Maryland
(for information about Origins '82, write PO Box 75405, Baltimore, MD 21220)

The Origins Awards, presented at Origins each year, are an international, popular series of awards aimed at recognizing outstanding achievements in Adventure Gaming. They comprise the Charles Roberts Awards for Boardgaming, and the H. G. Wells Awards for Miniatures and Role-Playing Games. An international Awards Committee of 25 hobbyists (some professionals, but primarily independents) directs and administers the awards system. The nomination ballot is open to all interested gamers. YOUR VOTE can make a real difference! A final ballot is prepared by the committee and voted on by members of the Academy of Adventure Gaming Arts & Design. Academy membership, $2/year, is open to active, accomplished hobbyists, both pro and amateur. Membership guidelines are available for a SASE from the addresses given below. Correspondence should be sent to the USA address. Present members may renew by sending their check with this ballot. Canadians may send $2 Canadian, payable to Mike Girard. UK and European members may send 1 pound sterling payable to Ian Livingstone. US and all others may send US $2, payable to Bill Somers.

The Academy and the Awards Committee as well as the Origins convention itself, function under the overall direction of GAMA, the Game Manufacturers Association. Direct correspondence to Paul R. Banner, % GDW, Box 1646, Bloomington, IL 61701.

Instructions. Read Carefully: Print legibly or type your nominations. Ballots that are messy, not filled out correctly, or show attempts at stuffing will not be counted. You may list three nominees per Category. It does not matter in what order you list them. To keep the voting as meaningful as possible, do not make selections in unfamiliar categories. YOU MUST SIGN THE BALLOT! And include your address. You may vote only once, and send only one ballot per envelope.

Nominations should be for products produced during the calendar year 1981. Exceptions are permitted for older products which gain significant exposure and acclaim during 1981. Miniature figure series nominations should be for product lines which are either new or have been substantially expanded in 1981. All Time Best nominations are not restricted to 1981, of course.

This ballot may be reproduced and circulated by any means available, provided its contents are faithfully copied. Magazine editors and publishers should plan to include the ballot in an issue of their publications due to come out during the interval from late 1981 to mid-March 1982. Clubs and other organizations should circulate copies among their members shortly after the first of the year.

All Adventure Gamers are encouraged to vote!

Deadline— March 31, 1982.

THE H. G. WELLS AWARDS FOR OUTSTANDING ACHIEVEMENT IN MINIATURES AND ROLE-PLAYING GAMES

1. Best Historical Figure Series, 1981:

2. Best Fantasy/SF Series, 1981:

3. Best Vehicular Series, 1981: (includes any man-made conveyance, chariots, wagons, cars, trucks, tanks, ships, aircraft, spacecraft, etc)

4. Best Miniatures Rules, 1981:

5. Best Role-Playing Rules, 1981:

6. Best Role-Playing Adventure, 1981: (dungeons, campaign modules, scenarios, etc)

7. Best Professional Miniatures Magazine, 1981:

8. Best Professional Role-playing Magazine, 1981:

9. All Time Best Miniatures Rules for 20th Century Land Battles

10. All Time Best Miniatures Rules. for pre-20th Century Naval Battles:

THE CHARLES ROBERTS AWARDS FOR OUTSTANDING ACHIEVEMENT IN BOARDGAMING

11. Best 1981 Pre-20th Century Boardgame:

12. Best 1981 20th Century Boardgame:

13. Best 1981 Science-Fiction Boardgame:

14. Best 1981 Fantasy Boardgame:

15. Best 1981 Initial Release of a Boardgame: (referring to the first release of a boardgame by a new company)

16. Best 1981 Professional Boardgaming Magazine

The following categories recognize outstanding achievement in Adventure Gaming in general.

17. Best 1981 Adventure Game for Home Computer:

18. Best 1981 amateur Adventure Gaming Magazine: (amateur magazines are non-profit efforts, not of Professional quality, not providing income for their staffs or not paying for contributions)

19. Adventure Gaming Hall of Fame:.
(Previous winners of the Hall of Fame are Don Turnbull, James F. Dunnigan, Tom Shaw, Redmond Simonsen, John Hill, Dave Isby, Gary Gygax, Empire, and Dungeons & Dragons).

Name: _____   Signature: _____

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Send in your ballot by March 31, 1982 to only one of the following addresses:

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"The best defense is a good offense."

*"Do unto others,
before they do it to you."*

History doesn't record whether a general — or an NFL coach first uttered these famous battlefield cliches. But in an era when a nuclear attack could wipe out a kingdom, the supremacy of offensive thinking is hardly suprising.

For the individual footsoldier, the prospect of battle has rarely been a safe one. However, before the advent of alphabetized bombs, military planners achieved at least some success in offering their troops a measure of protection even Vince Lombardi could admire.

Indeed, a fascinating chapter in the big book of warfare is this search for devices that offered warriors personal protection without limiting mobility or firepower. The evolution of the shield represents a vital link in this quest.

Simply stated, the shield protects a soldier's body from the enemy's weapons. One too large offered ample protection but reduced mobility and firepower. One too small increased mobility, but provided precious little protection. The evolution of the shield from earliest times through the Medieval period represents an unending search for a workable compromise that spans continents and cultures.

Shields were among the very earliest means of a warrior's defense, dating prehistory. They were produced from all sorts of materials including wood, leather, metals, cloth, even turtle shells. Size and shape varied enormously, influenced frequently by weaponry and occasionally by status and custom. Only technology allowed a common thread to this diversity: Modern firearms made shields museum pieces, although acurator putting together a representative collection faces a tough battle.
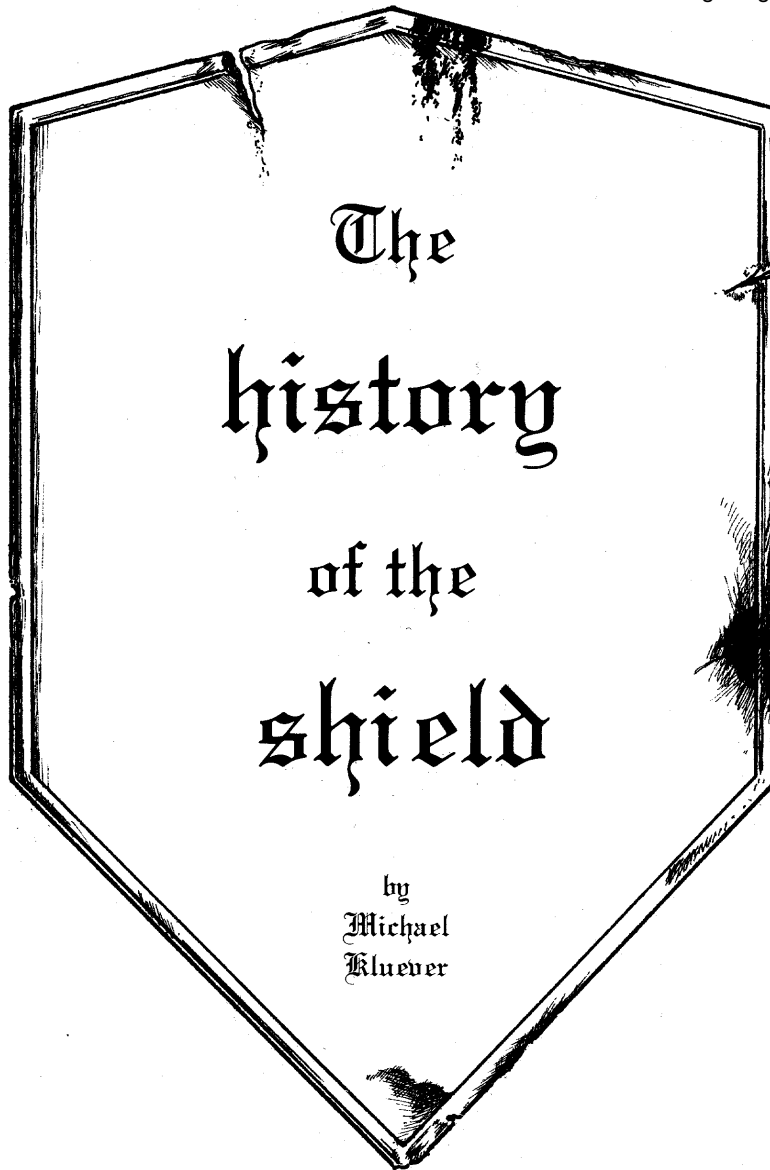
The ancient period

The first shields used light materials easily worked with, like wood, leather, plaited twigs or reeds. Metal shields were rare, extremely heavy, quite costly, and required the expertise of an artisan.

Late pre-dynastic Egypt (3,000 B.C.) saw the emergence of the first national shield. Rectangular in shape, it covered a man's frame. Composed of animal hide

stretched over a wood frame, the shield remained popular during the Early Kingdom Period (2,700- 2,200 B.C.).

During the same period in Mesopotamia warriors carried even larger rectangular shields that covered them completely from neck to ankle. These too used a wood frame covered with leather.

The history of the shield

by Michael Kluever

Some hides were studded with metal discs for added protection.

With the introduction of helmet and body armor during the New Kingdom (2,100-1,788 B.C.), shields became increasingly smaller. The top was rounded and slightly wider than the base, which is straight, a design suggesting protection primarily for face and upper body. Composed of wood covered with leather, by the 13th century B.C. a metal disk was added to the top portion (the area protecting the head). A loop or strap allowed it to be carried on the warrior's back.

Sea peoples of this era (from Crete, North Caria and the Lycian Coast) found a light circular shield very advantageous in hand-to-hand combat. The Canaanite,

Palestinian and Syrian shields were rectangular, no larger than two feet by one foot, and slightly convex. Some were composed of plaited reeds; others were made of wood covered with leather which was studded with metal.

The Hittite had shields shaped like a rough figure eight, mirroring the contours of the human body. These gave almost as much protection as rectangular shields, with less weight and greater mobility.

Assyria

The strength of the Assyrian infantry lay with its archers, and their protection was paramount. Tiglath-Polser III (745-727 B.C.) introduced what is known as the "Gerrhon" shield. This huge shield, almost the full length of a man, was composed of wicker. Held by a shield-bearer, the shield allowed archers to shed cumbersome mail coats.

During the reign of Sargon II (722-705 B.C.), two shield-carriers protected medium range archers. The first held a gerrhon; the other shielded the archer's head with a buckler, a small round shield.

Medium infantry units frequently carried a large rectangular metal-fronted, leather convex shield, while light infantry were issued large circular wicker shields. By Ashurbanipal (668-625 B.C.) a rectangular shield rounded on top was introduced. Arrows and javelins glanced off this convex shield.

Greece

Two distinct shields marked the Greek Mycenean Period (1400 B.C.). The more common was large (four feet or more) possessing a rough figure-eight configuration. Composed of oxhide over a wood frame, some were dappled black and white or had pieces of metal reinforcement. Less common was the slightly smaller "Tower" shield, that had straight rims at the sides and an upward curve in the top edge.

Both shields were convex and provided partial protection to the sides as well as the front of the warrior. They were not held by handles but were maneuvered by a strap that passed over the warrior's left shoulder, behind the neck and under the right armpit. This allowed a quick shift from the back, where the shields were normally carried.

By the seventh century B.C. the dipylon shield appeared. Shorter than earlier shields — never reaching the knees — it

was enormously wide at the top and bottom with the sides curving sharply inwards to a narrow waist in the middle.

The classical Greek shield of the hoplite (heavy spearmen who thrust rather than threw the spear) was round, with a diameter of three or more feet. The wood shield was faced with bronze or a bronze silhouette engraved in detail. The warrior's right forearm went through a band in the center of the shield's protected side; the left hand held a grip on the outside rim. When on the march, the shield was carried on the warrior's back.

Stylistic blazons frequently decorated these shields. At first the symbols were individualized, consisting of geometric patterns, animals (real and mythical) and birds. Later the blazon represented its owner's city-state and served to avoid identification errors during battle.

Another shield of the classical period was the pelta. Light javelinmen and sling-gers who wore no armor usually carried these small, round or crescent-shaped shields composed of wickerwork faced with animal skin. The shield was ideally suited for these light troops whose harrassing battle tactics required quick movement.

Alexander and the Macedonian shields

The early Macedonian shield was round with a single center handgrip. A leather thong fastened around the warrior's neck allowed the shield to be slung over the back quickly in case of retreat.

By the early seventh century B.C., with the transformation of the Macedonian infantry into hoplites, the large, round classic Greek shield was introduced. It was slightly larger than the Greek shield, discontinued the neck thong, and was worn on the left forearm, making phalanxes vulnerable to attack from their right. This led to special medium infan-try, called the Hypaspists, who protected the right side. Using lighter armor and a shorter pike (eight to ten feet) their shield was still round, but lighter and slightly smaller.

Alexander's use of the shield as a defensive weapon is as imaginative as it was successful. At the Battle of Hydaspes (325 B.C.), he ordered his infantry to link their shields together to form a solid front impenetrable by Indian cavalry and infantry. When part of his forces were trapped just west of the Persian gates by Persians hurling stones from the heights above, the shields were ordered raised above their heads and linked together. Crossing the Jaxartes River (330 B.C.) under heavy archery fire, Alexander commanded the infantry in the boats to place their shields in a testuado information (overlapping of shields to cover all sides including the top). The small boats ferrying the troops became. armored, protecting crew and passenger alike.
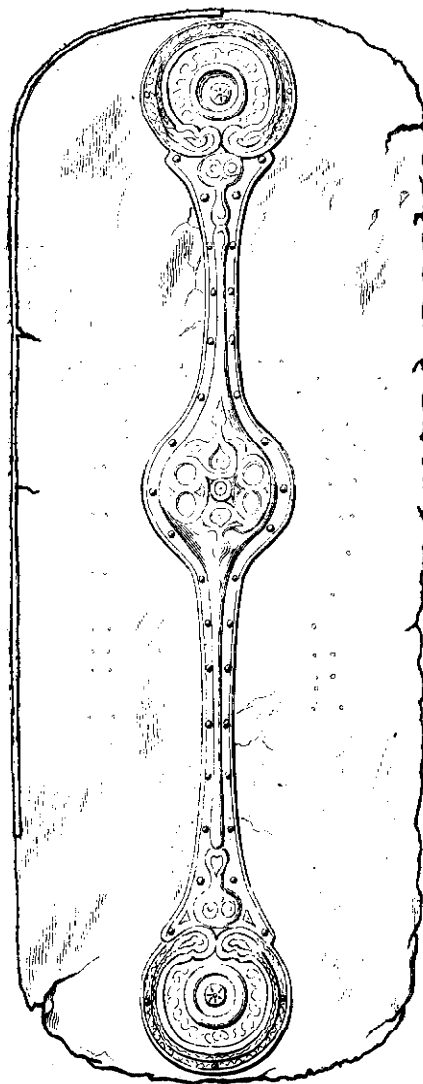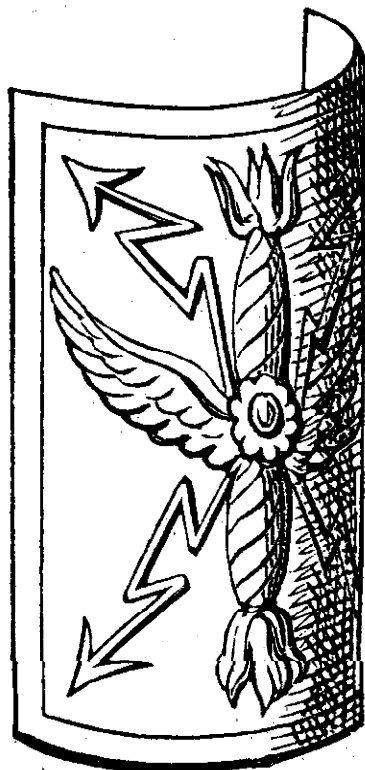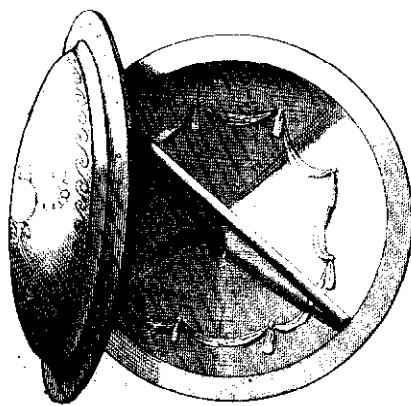
Rome

The scutum, the Roman shield, originated in the Ysgwyd, an oval Celtic shield constructed of laminated wood four or more feet high. Early Roman shields follow the oval shape and were five feet high, constructed of three layers of wood about two millimeters thick glued across each other to form a curved piece of plywood. Strips of wood were glued on the back to add strength; the center strip was covered with iron or bronze to form a handle.

Leather covered the wood, with the front sometimes having a layer of linen. Edges were bound with rawhide stitched through the wood, with bronze stitching during the first and second centuries A.D. Metal bosses (knob-like protrusions) and designed pieces decorated the front. Legion emblems soon replaced these, each legion possessing its own shield design. Towards the end of the first century B.C., the rounded edges of the shield were eliminated. The shield was rectangular-shaped until the empire collapsed.

The scutum was unique: Its cylindrical lateral shape gave maximum side as well as frontal protection. The five-foot height protected most of the legionnaire's body, leaving little area exposed for the weaponry of his enemies. Capable of stopping arrow and spear, it provided an impregnable image to opponents.

The ancient shields took on many configurations. The materials used in their construction were predominantly lightweight. Where metal was utilized it was usually for decoration or identification rather than added strength. A light shield suitable for battle could not be made. The elite heavy infantry of ancient times generally carried large shields emphasizing defense over mobility.

Ancient shields
Greek (top left)
Roman (bottom left)
Celtic (above)

Medieval European shields

The shape and construction of the European shield evolved from the ninth through seventeenth centuries. Improvements in armor, continued refinements in firearms and changes in battlefield tactics played a vital role in this process.

After the fall of Rome, Byzantium was a ray of enlightenment during the Dark Ages. Its large circular shield was frequently studded and covered with metal fittings. Charlemagne's army and its successors of the 9th century carried similar shields of varying sizes. Both had two straps: one through which the left arm was passed, the other for the right hand to grasp. A longer strap allowed the warrior to carry his shield over his back or his saddle.

The circular shield was the principal European shield through the middle of the 11th century. But a new shield was already in use in Byzantium long before the first crusade. This long oval tapered to a point at the bottom and had a central, raised boss.

This kite-shaped shield was as tall as a man and is sometimes referred to as the "Norman" shield. It proved an indispensable defense for the armored knight, supplementing the limited protection offered by the Hauberk or mailed shirt. The shield's shape was compatible to horseman and infantry alike, providing very little free area for an opponent to strike.

Made from solid wooden planks, the outside was leather-covered. The entire shield was held together and reinforced with decorative iron bands. The inside was cushioned and had two leather handles for the left forearm. Another strap passed around the neck to protect against loss during battle. The shield became increasingly curved as it became more popular, which offered even greater all-around protection to the warrior.

Towards the end of the 12th century and the beginning of the 13th, the kite shield was shortened until it finally reached about three feet. Even at this height mounted and unmounted warriors had ample protection.

During the first crusade, King Saint-Louis ordered his infantry to implant the point of their shields in the ground and to fight from behind them. During this same period, the cental boss disappeared leaving the entire surface free for the application of coat-of-arms or other means of identification.

During the 13th century the heavy kite shield became even smaller, because of improvements in armor (including the introduction of the helm to protect the head and reinforced mail) and the need for increased mobility. The new shield was less than two feet long but retained the triangular shape. Easily manipulated with the left hand, a sling allowed the knight to carry it on his back or hang it from his saddle.

Renaissance shield

Also during the 13th century a specialized footman's shield, the pavise, was introduced. Oval, triangular or even quadrangular shaped, these were large enough to completely protect an infantryman. With the iron point at the bottom, the shield could be quickly planted in the ground. Crossbowmen especially liked the sanctuary it afforded during the prolonged periods required in reloading their weapons. It also proved extremely useful in storming fortress walls.

Despite its imposing size, the pavise was surprisingly light. It was constructed from slats of light wood glued together, with hide or parchment glued to the wood. Varnished for waterproofing and greater durability, their surfaces were frequently painted with colors of their commander, township or royal master.

The pavise was held by grips and carried on its owner's back from a strap during marches. It continued in widespread usage in Europe until the first part of the 16th century.

A variation of the pavise was the mantlet. Man-sized, its wooden planks were covered with leather; a hinged or detached pole supported it to shield a standing bowman or crossbowman. Easily and cheaply made, they were common to all medieval European armies. A storming party carried them above their heads while crossing the killing ground in front

of a fortress. Others were placed in rows to form a sheltered path to and from siege engines near besieged castles. Some were mounted on wheels for ease and quickness of movement.

During the first half of the 14th century, the knight's shield began another dramatic series of changes. Improvements in armor greatly decreased the shield's importance and by the beginning of the 15th century it covered no more than the left shoulder and arm of the knight. Using one-piece construction and laterally concaved, it had many configurations. In jousting it was the "Manteau d'armes" and protected the body from lance thrusts. Made of either wood or iron it rested on the left side of the powerful jousting armor, completely protecting the chest and left shoulder. The purpose of the shield was to catch the point of an opponent's lance and prevent it from slipping so that either it was broken or the opponent unhorsed.

The popularity and use of the circular shield never ceased in medieval Europe. While other shapes and styles prevailed, the buckler, targe, or target, as it was known, continued in use. In Byzantium it was small, used by both cavalry and infantry. The thin, round Viking shield was made from wood reinforced by metal with an iron disc or boss in the middle. In Scotland, it was made from wood, co-

vered with leather 'and studded with nails. A sharp iron spike protruding from the shield's center gave it the offensive capabilities of a thrusting weapon. The Buckler also saw extensive use in France, Germany and Italy where it remained popular through the sixteenth century.

The circular shield became known as the "rondache" during the 16th century and was made entirely from iron or steel, making it relatively effective against the crude firearms of the period. While varying in size and weight, some larger pieces weighed as much as 80 to 100 pounds.

At first used strictly as a horseman's defense, by the next century it was also used extensively by the infantry.

By the end of the 17th century, the shield had disappeared from most European battlefields, except parts of Eastern and Central Europe. Improvements in the accuracy and penetrating power of firearms along with the increased efficiency of artillery made battlefield mobility essential and both armor and the battle shield became ineffective and obsolete. Shields did continue as highly decorative parade pieces through the 18th century.

**Near and Far East, Africa
and the South Seas**

No area of the world produced a greater variety of shields than the East, Africa and the South Seas. Methods of warfare, quality of armor and insufficient metal deposits combined in some areas with lack of technological skill to influence style and composition. Yet, even those of the most basic construction proved surprisingly efficient. A rattan war shield from the Aru Islands covered with cotton twist reportedly stopped a bullet.

The Near East

The shields of the Near East were almost without exception round and light. They proved ideally adapted to the mobile warfare practiced by these nations. Some showed a sophistication in manufacture equal to their European counterparts. Indeed, in lightness alone, they were superior to the heavy, even clumsy shields of the medieval European knight.

India

The earliest shields of India were rectangular with rounded tops similar to those of Ancient Egypt. Cavalry shields were small and bell-shaped with a broad, rounded base carried downwards. The materials used in the construction of these 1st century A.D. shields is uncertain, but leather stretched across a wooden frame seems most likely.

The medieval Indian shield (the dhal) was almost always circular and quite light, whether made from hide or metal.

The hide shield was the most common until the 17th century; buffalo and rhinoceros had the greatest durability.

Averaging two or three feet in diameter, this was the most common Indian shield. Smaller hide shields nine inches to two feet in diameter were used by cavalry and for parrying. Most had a marked lip to catch an opponent's weapon.

The metal shield became common during the 17th century. These frequently had a rim fitted with a sleeve of brass and surface decorated with chiseling or etchings. All had four bosses which acted as washers for riveting of hand-loop rings on the inside. These rings secured the corners of a square cushion of padded cloth or velvet to protect the hand. Leather straps attached to the hand hoops were used to to hold the shield.

Shield decoration was by several methods, mainly koftgari (false damascene) or by chiseling in low relief. Shield designs ranged from scenes of ordinary life to mythical beasts to fancy floral and geometric designs.

An interesting variation of the metal shield was the madu or maru fist shield from North India. This small circular metal shield had pairs of steel-tipped horns, sharp steel spikes or blades protruding from its sides. It proved an excellent parrying weapon capable of offensive as well as defensive measures.

Persian shields
*Different styles (right)
and Persian soldier with his
shield at side*

Persia

Ancient Persia consisted of many conquered nationalities welded together by strong Persian rule. Their shields varied with each nationality. These included the Assyrian gerrhon, the wicker figure-eight shapes of Iranian spearmen, the small round buckler of the Mysians and the large circular wooden shields of the Moschi and Tibareni.

The shields of 13th and early 14th century Persia were small, circular and convex, made from hide with metal bosses. A light circular shield became popular as cavalry and mobility again became dominant. This was made from cane cleverly interwoven with silk threads to produce remarkable geometric patterns, and was fitted with a central steel boss. Its inside section was lined with fabric, and a leather cushion was placed behind the central boss, over which was braced a plaited leather grip. The ends of this were secured to four iron rings riveted through four ornamental washers.

The circular steel shield was often made to match a particular piece of armor. These tended to be more a flattened conical section than in neighboring Turkey and India. A prime characteristic of this Persian defense piece was the pronounced lip at the edge. It had no central boss, but four small ones were attached over the points where the grip rings were riveted. The surface of the Persian shield was generally of high quality. Real and false damascene in gold and silver, chiseling, engraving and piercing plus a wide variety of contrasting colors were used to make a variety of exceptionally beautiful shields of high artistic quality.

Turkey

During the crusades, the Turks used both the kite-shaped shield and the more common circular shield. The round shield with its light and resilient defense was made from Persian cane and proved ideal for the mounted warfare that characterized the Turkish medieval military machine. The shield had a large steel boss and woven patterns of colored silk covered its front.

The circular metal shield was also popular. Convex, it follows closely those of India and Persia.

The Far East

The Far Eastern shield also tended to be circular and convex. In China and other areas where armor was inferior, the shield proved to be the primary means of defense. Japan, in contrast, with its exceptionally effective armor made little use of the shield.

Japan

The primary weapons of the Samurai — the bow, the two-handed sword (katana) and the polearms (yari and naginata) —restricted the use of a defensive shield. Instead, the warriors relied upon their unique, complicated and very effective armor.

Flat, rectangular shields with pointed tops were used in Proto-historic Japan. Unfortunately, their size and constuction is uncertain.

A large wooden infantry shield (tate) supported by a hinged prop at the back was used from the eleventh through nineteenth centuries. Similar to the European pavise, it was used to form defensive walls on land, on sides of boats and on castle walls. They were frequently painted with black bars with a man at the top.

Other types had a rack to support bundles of bamboo; a right-angled screen with folding loops (biobu-date); and wheels (kurma-date) similar to the European mantlet. The power of the Japanese bow, however, could penetrate these wooden shields.

The hand shield (te-date) appears more for ceremonial occasions than military actions. These were usually small, metal, rectangular or round with fancy decorations or animals, often dragons. A cavalry version (bajo-date) was small and rectangular shaped. It, too, was highly decorated.

A unique Japanese shield was the war fan. The Uchiwa was carried by Japanese officers as a mark of rank and used

for signalling and as a parrying weapon. First made from lacquered leather, latter ones were made of metal, iron or bronze inlaid or embossed. The uchiwa does not open or shut.
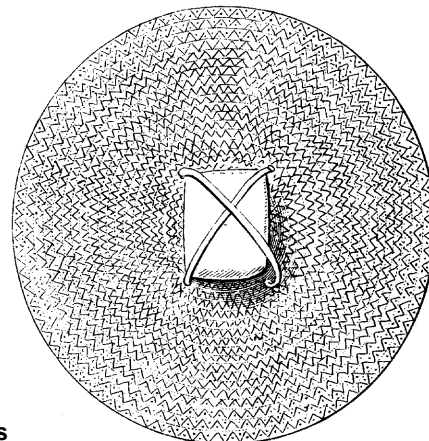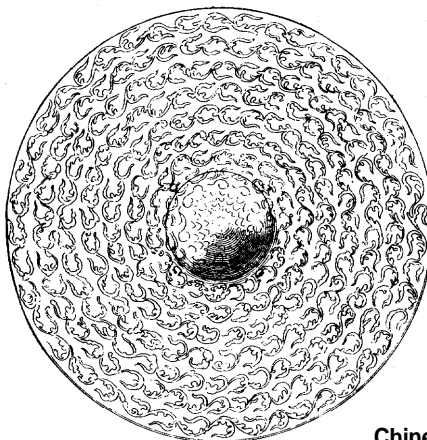
The tetsun-sen (iron fan) was carried by officers of lower ranks. When closed, it looked like an ordinary folding fan. The outer sticks — and sometimes all the sticks — were made of steel. These fans were covered with parchment, usually portraying the sun of Japan on a background of a different color. The most common color combinations used were red, gold, and black. The tetsun-sen proved a very effective parrying weapon and the heavier fans proved also dangerous clubs.

China

Chinese armor was generally ineffective, ranging from paper to brigandine (two thicknesses of cloth reinforced by plates of iron, copper and leather).

Early infantry shields (putan) were long and narrow. A shorter, narrow shield (kie tun) was used by charioteers. Boards or rhinoceros usually were used, but hide, bamboo, rattan, wicker and grass were also utilized, and had the advantage of being so light that they could float on water.

In 976 A.D., Tai Tsung equipped his infantry with cowhide shields eight feet

Chinese shields
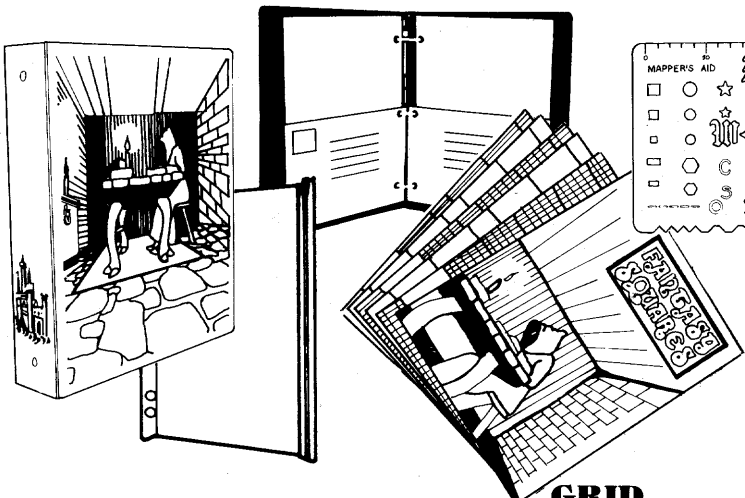*Wood target of a tartar, front and back views*

long. His cavalry carried small, round red lacquered shields.

A favored medieval infantry shield was the lip'ai. five-feet high and three-feet wide, it was designed specifically for siege work in the manner of the European pavise or the Japanese tate. An interesting variation was the lang ya pai. Made from elm with nails fixed in the top and blades on all four edges, it was suspended from city walls by ropes attached on the front and back. As besiegers attemped to scale the walls, the shield could be swung back and forth or simply dropped on the hapless attackers with devastating effect.

The most common Chinese shield, however, was the po, a large convex circular shield carried through the 19th century. Composed of wicker with a cane loop for the forearm, it had a straight wooden hand grip. Many were painted with traditional tiger faces, and some had a brass boss in the center.

All shields were lacquered; red was the most favored, based upon the belief that color terrified one's enemies. Black was also often used. The lacquer preserved the leather and wood, preventing warpinn and distortion in China's varied and changing climatic conditions.

Other Far Eastern Nations

Shields in other Far Eastern nations were varied. Korea with its close cultural as well as military contacts with China, had shields closely resembling those of the Chinese. The Tibetan shield, while circular, was smaller slightly convex and frequently constructed from buffalo skin. Lacquered, many possessed four brass bosses that covered the hand loop rivets, and a fifth center ornamental boss.

In the Himalayan kingdom of Bhutan, the circular shield was also frequently constructed from buffalo hide. Lacquered black and possessing a red rim, the brass bosses made a colorful yet effective defensive piece. A central ornamental boss is often engraved and pierced, sometimes carrying the mask of a grotesque Buddhist guardian to drive away evil spirits.

The Mongol shield was especially adapted to highly mobile cavalry. Carried by all warriors, it was small, made from wicker covered by thick leather.

In Ceylon large shields were called palanga; smaller ones were palisa or paliha. Long, shoulder high shields were in use during the fifteenth century, but small rectangular targets equipped with single and double grips were popular by the 16th century.

Shields were made from gaduma wood with outer and inner coverings of ele-phant or buffalo hide treated with glue and decorated with lacquer, lead, steel and silver. Bark shields coated with lead had the unique capabilities of retaining an opponent's sword after penetration. Many of these were in an elliptical form, some as large as three by four feet. Bark shields were normally used for fencing, occasionally for battle. Those painted silver were used primarily for parades.
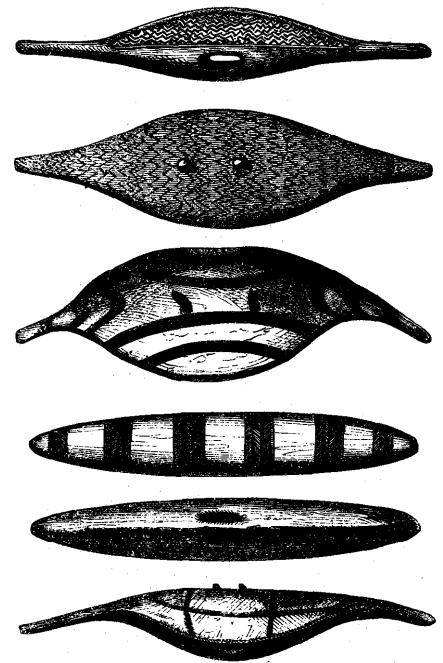
Africa, Australia and the South Sea Islands

Much of Africa, as well as the South Sea Islands and Australia, not only lacked sufficient metal deposits, but also the necessary technological skills to effectively work metals. Their shields were constructed of more basic materials such as hides, wicker, wood, bark, and even grass and turtle shells. Despite this, many proved nearly as effective as their metal cousins.

Africa

The huge continent of Africa produced distinct all-wood shields are favored. The first, the Tamarang, is broad and flat, an infinite variety of shields. The Zulu nation of the south relied upon its infantry's great mobility. Armed with heavy spears (assegais) or war clubs (knobkerry), the Zulu Impis (battle units) closed with their enemy to decide the

African shields

contest. Their shield had to provide maximum protection with minimum weight. Usually oval-shaped and two to four feet long, cowhide was secured to a number of wooden sticks by leather strips woven into parallel slots. The shield's width was one-half to two- thirds its length.

Called an ishulunga (ishilunga) many were stengthened by weaving two strips of similar hide about three inches wide through two lines of slits located down the center of the shield. A stick extending down the back of the shield (and frequently protruding at top and bottom) further strengthened the shield, serving also as a handle.

The rise of the Zulu nation was initiated by their great chief, Shaka (1819-1828). Shields were made larger. They were wetted and dried to strengthen their hides. Each Impi regiment was assigned special colors.

The shield became an offensive as well as a defensive weapon. The Zulu warrior was taught to hook the left edge of his shield over the left edge of his opponent's shield. Then, with a powerful backward sweep, he spun the foe to the right. Thrown off balance by the move his opponent was wide open to the thrust of an assegai or knobkerry.

In tropical Africa, shields composed of hide or basketwork were common. Rhinoceros skin was prized highest, although giraffe was also valued (more for its colorful skin than its strength).

Perhaps the most unique African shields are the club shields of the Dinkas from Central Africa. The quayre has the appearance of a neatly carved stick about one yard long with an oval-shaped swell in the center that is hollowed out one one side to make a handguard. The dang resembles a very heavy bow. The wooden part is held in the hand while the opponent's blow is received on the string. While crude, the dang proved a highly effective defensive piece, simple to make and easy to wield.

Conquered early by the Moslems, northern African shields are heavily influenced by the Indo-Persian tradition. Predominantly round and convex, they varied in size from small bucklers to large, heavy infantry shields. Metal shields appear more popular than leather, although both are used extensively. In general, the quality of manufacture is inferior to Persian pieces.

Australia

In Australia two distinct all-wood shields were favored. The tamarang, designed for war, is broad and flat, much longer in length than width. The bemaruk, is very narrow and thick, sometimes not more than an inch wide and four to five inches thick at the middle. Designed for duels with clubs or throwing spears, their thickness allowed them to absorb blows while their length and narrowness are ideal for knocking aside spears with a quick turn of a wrist.

The South Seas: Borneo

The Dyaks of Borneo are known for skillful use of a shield they called the kliau (klau). It measured three to four feet long and eighteen to twenty inches wide. The close combat techniques of these natives dictated a large shield for protection at the sacrifice of jungle mobility. Constructed from a single piece of wood, the ends are pointed" and the shield curves in both directions with a ridge down the center. It is laced across the ends to protect from splitting. The entire surface is frequently decorated, painted with grotesque or geometrical figures or covered by human hair acquired from slain enemies.

Similar shields of a simpler design are found among the Nagas of Assam (northeast India) as well as in northern areas of Burma.
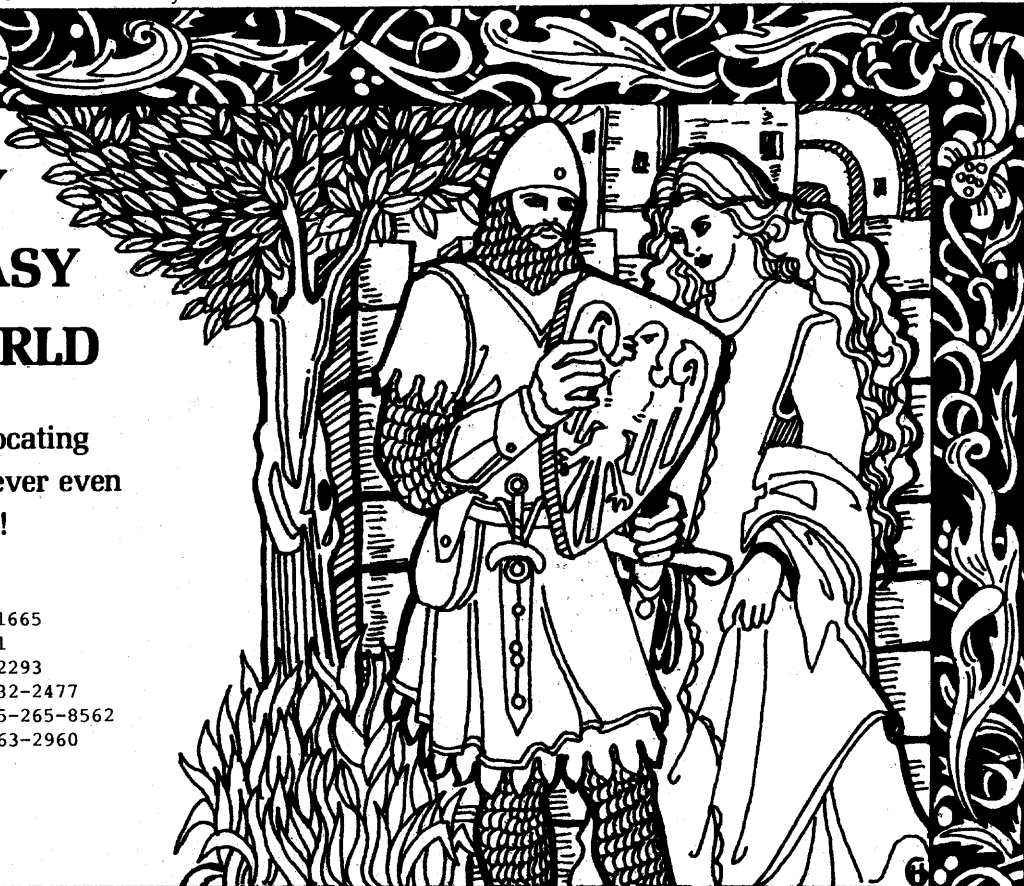
The Philippines represent a treasure trove of different shields. The Moro's used round wooden targets of very light wood, yet of considerable thickness. The Mindanao shields are made from carved wood, inlaid with shell and decorated with tufts of human hair, and come in various shapes. The Igorot of Luzon had shields with three prongs projecting from the top and two from the bottom, all carved from a single piece of wood.

In parts of the South Seas, Southern India and primitive parts of Southeast Asia the shell of the tortoise is used as a shield. Its hardness, combined with its

relatively light weight, made it readily adaptable as a shield with only minimal modifications.

In the Aru Islands, rattan was covered with cotton twist to make a very light yet strong and tough war shield. Near the middle of the shield was an armhole with a shutter or flap over it.

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STAR VIKING: A lot from a little
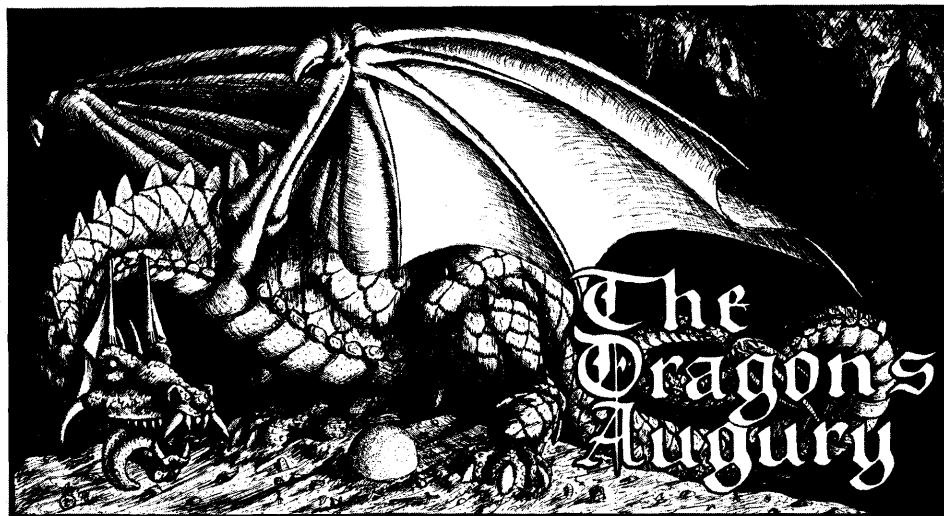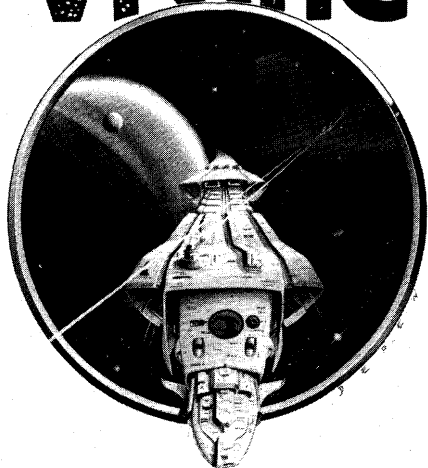
Reviewed by Tony Watson

STAR VIKING is a new SF game that marks the entry of another company into the burgeoning SF mini-game market. Designed by Arnold Hendrick, it is a product of Dwarfstar Games (a division of Heritage USA) and sells for $5. The game possesses state-of-the-art quality in graphics and physical components, and its design proves that a lot can be done within limited parameters.

The game's title seems very similar to the novel *Space Viking* by noted SF author H. Beam Piper, and the situations depicted in game and book are essentially the same, though nowhere does the game purport to be a treatment of the literary work.

One player assumes command of the Outrim Quadrant of the Federation, a galactic civilization in decay. His forces consist of good-quality spacecraft and Federal troops, plus the more numerous and certainly less homogenous local militias, which vary widely in strength and technology levels. He must defend his systems against the Star Vikings, a band of galactic freebooters bent on pillage and plunder. Though the Vikings are opposed by vastly superior forces numerically, their ships are excellent and their troops and other assault forces are very good. As one may deduce from the above game description, *STAR VIKING* is a two-player game; the hidden-movement elements involved make it only moderately suitable for solitaire play.

A GAME OF
INTERSTELLAR RAIDING AND PLUNDER

The fields over which the opponents clash are star systems, each represented on a 3½" x 4" cardboard tile. The colors used on the tiles are excellent; they are very nicely rendered but at the same time, their prettiness does not detract from their utility. The composition of the systems varies greatly; a single large world subdivided into a number of environs (movement spaces) may appear, or the system could be composed of asteroid areas, orbital cities and moons. A couple of the tiles have all of these features, and most have two or three. The tiles depict these features in orbits, often in multiple orbits in the case of systems with two or three moons or asteroid belts. All orbits have a deep space sector, the first space that ships entering the orbit, either from hyperspace or an adjacent orbit, must move into. Three kinds of environs are represented in the game: deep space, vacuum (star cities and asteroids, as opposed to clear space), and atmospheric (such as world or moon surfaces).

The units in *Star Viking* come in a vast variety of different space-combat and surface-combat forces. There are five types of starships, three types of interplanetary craft, and nine types of ground units. The latter vary the most, running the gamut from masses armed with swords and the like, through 20th-century army groups, tank corps and air wings, to futuristic troops and security forces.

There are a number of values printed on the counters. One of these is tech level, which determines which systems the unit can be constructed on. Also included on the counter is its movement capability, expressed in a letter code representing the type and number of environs it can operate in. Some units, mainly the starships, can carry other units, and the amount one can carry is printed on the counter; all other units are possible cargo and have their weight noted.

Three numbers are relevant to combat: electronic warfare, attack strength and defense strength. These numbers can vary widely, even among units of the same type. For example, there are fighters rated 4-6-5, 4-6-4 and 5-6-4 and surface fortifications with figures of 3-4-5, 6-4-8 and 5-3-7. The local militias vary the greatest in this regard (as one might expect).

The physical appearance of the counters is excellent. As with the star-system tiles, attractive and functional graphics on the counters contribute both to the flavor and the play of the game.

The rules are contained in a small-sized (4" x 7"), 24-page booklet. Once one gets a grip on the various types of "terrain" in the game and what units can be used where, the game flows pretty well. During the pre-game set up, the Federate player selects either nine or ten tiles (out of 12) at random; these form the playing area for the game. He also takes all but ten of the local militia forces and sets them on the tiles as he pleases, within the restriction of technology (a unit may not be deployed on a system of lower tech level). He also gets six starships, three frigates and three of the less powerful escorts, and a full complement of ship's troops, fighters and the like. He also must designate one of his high-tech systems as his Federal capital, the loss of which will lose the game.

The Viking player starts with more modest forces; a die is rolled and added to a base of 60; the resultant number of points may be spent on units. Generally, the Viking player can get one ship, either a high-powered cruiser or a less potent sloop, and the troops, raider detachments and fighters to fill it.

The game turn begins with strategic movement, a simple and workable simultaneous system. Only the Federate player can see the map tiles, and he simply places his starships (those spaceships capable of hyperspace movement) on any tile he wishes. Range or distance is not a factor. The Viking player has a display on one of the chart pullouts which lists the systems, their economic values and tech levels. If opposing units occupy the same system, the tactical sequence is begun.

Whoever controls the tile is the defender and sets up first, using only those forces allocated to that tile. The invading player then moves in, his first stop being the deep space box. Sequencing in tactical segments is simple: movement by invader, then mutual combat, followed by movement by the defender and mutual combat once again.

Combat occurs between units in the same sector. Each unit can fire at any opposing unit, and all attacks are considered simultaneous, with losses removed after both sides have fired. A differential CRT is used; the exact column referred to is determined by comparing the electronic warfare values of the units involved and adding their difference to the difference of the respective attack and defense values.

The CRT, which uses two dice for a fairly broad range of percentages, has results of no effect, hit, and critical hit. One hit eliminates most units, though some, starships and advanced-tech infantry most notably, can withstand a number of hits equal to their defense factors, suffering diminished capabilities as they take damage. Critical hits eliminate all units, except Federation battle cruisers and the Viking cruisers. Terrain figures into combat in a limited fashion. Certain environs modify the defender's EW, attack or defense values; especially harsh environs are capable of independent attacks. The CRT is relatively bloody, with a hit possible even on a result of -8. This is good, since a fair number of combats take place every turn.

Once the ownership of systems is determined, economics are dealt with. The Federate player begins the segment with a roll on the general politics table, the results of which are usually bad, such as decreased revenues or the forced removal of a warship. The Federate player also rolls to see if he gets permission to build new frigates or the very powerful battle cruiser. The entire politics phase is an astute borrowing from GDW's *Imperium,* but entirely workable and appropriate. The economic phase of the game comes into play when the players tax the systems they own. Each system has a wealth value which the owner receives each turn. The Federate player, who controls the majority of the systems, can only take half the value of each system for his treasury; the other half of

funds can only be used to purchase local militia forces. The Viking player can also tax systems, but more often his wealth comes from plundering. Certain environs have a wealth code, and if the Viking player has control of such a sector, even at the end of a tactical turn, he can roll a die and consult the appropriate column to see how much loot he can carry off. Plunder can be more lucrative than taxation, if the Viking rolls are lucky, and doesn't require taking control of the entire system. Both players can save the mega-credits they gain each turn, spend them on new units or repairs to damaged units, or purchase Victory Points, which cost the Federate player four credits per VP while the Viking player can buy them on a one-for-one basis. Victory Points are compared after twelve turns, and whoever has the most wins.

Star Viking is a well conceived and attractive game. The situation is interesting. The outnumbered Viking has the advantage of picking where he will raid, while the Federate player must spread his forces around, trying to anticipate the Viking raids. The differing tech levels of the systems and the kinds of units they support ensures that battles are not repetitious. As mentioned, the physical quality of the components is impressive. Star *Viking* just about deserves an unqualified recommendation.

Just about, but not quite.

Unfortunately, the game seems very imbalanced in favor of the Federation, primarily due to the disparity of the economic situations of the contending sides.
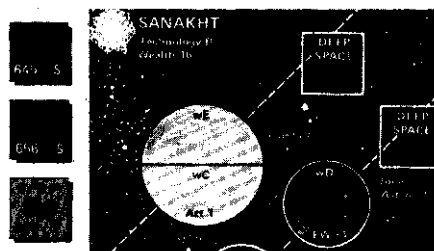
The average wealth value of a system tile is 13, meaning that the Federate player will receive as much as 117-130 credits per turn, half of which he can spend on Federation units or victory points. It has been our experience that the Viking can control perhaps one, or possibly two systems, but the forces the Federation can muster against an enemy-controlled system are considerable, and it is difficult for the Viking to retain control. Even if he does, the Federation can call for emergency aid if the Viking holds two or more systems. Since controlling a system can yield the Viking player only a paltry two to twelve credits per controlled system, it is often not in the Viking player's best interest to attain or maintain control of a system. The Viking has only a base of ten credits per turn from his hidden base; the rest must come from plunder gained in raids, which means he must fight. Combat means casualties and damage; after paying for such, raids can result in a net loss in credits. Since the Viking player usually has only one ship at the beginning of the game, damage to it means that it must return to base and be repaired, which means a loss of a turn, during which the Federation collects taxes and replenishes his defenses. I played over a half-dozen games, with the Vikings played under a number of strategies, and in none did the Viking side even come close to winning.

Usually any game which seemed so imbalanced would quickly find a back space on the shelf, but *Star Viking* was basically such an interesting game, I tinkered with the rules in an attempt to come up with some remedies. The results are listed here in case anyone else perceives a similar imbalance. Using one, or a combination, of these changes may help the Viking even things up a bit:

1) Raise the cost of Federate Victory Points to five credits per point.

2) Raise the Viking's initial allotment of credits to 75, or even 100 if the imbalance is seen to be very severe.

3) Increase the per-turn wealth of the Viking home base to 15 or 20 credits.

4) Lower the Federation's emergency aid to 1-6 per system, or drop it altogether. The Federation player could also be assessed some sort of penalty, perhaps in the form of Victory Points, if the aid is called for.

Other methods are available for balancing the game, such as cutting down the Federal income base, but the solutions given above seemed the easiest to incorporate into the rules. The problem is not so much that the Federation is too strong, but that the Vikings are too weak.

Despite the fact that the game seems to favor the Federation, I found it interesting, colorful and a lot of fun. It is one of the better game values that I have run across in quite a while.
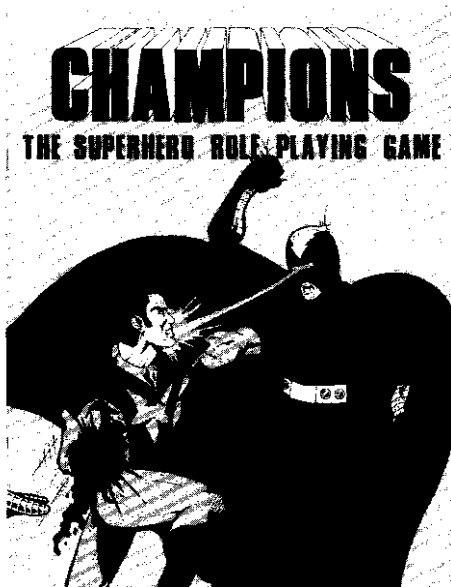
Champions

Reviewed by Scott Bennie

Hero Games' super-hero role-playing game, *Champions* is an attempt to do for comic books what the D&D® game did for fantasy. Packaged in a fifty-six page booklet, *Champions goes* a long way towards achieving this goal — *if* you're looking for a novel role-playing topic.

The key to any role-playing game is conveying the spirit of its genre. Several strengths allow *Champions* to fulfill this goal.

First, the character generation system, the finest character generation system I have ever seen for a role-playing game, allows players to design their own: No random dice rolls. Players also are given power points with which to increase characteristics and abilities, This makes for excellent game balance, and boosts the game's believability, giving characters a history and personality.

Combat is simple, dealing with stun effects and body damage instead of "critical" hits. This is more a simulation of comic-book combat than of "reality," which is as it should be. Those who en-joyed the battles in *Superman II* will get a kick from Champions' combat system.

The dozens of skills and powers range from Martial Arts to Elemental Control. Most powers cost endurance, and proper use requires some thought. The game encourages players to design characters along the lines of a single theme; again this personalizes the character and adds to the game's flavor and believability.

The text is well written and concise. Plenty of examples help the GM begin, including guidelines for creating new powers, and sample heroes and villains. Artwork ranges from (mostly) passable to (occasionally) very good. Detailed character sheets (and permission to photocopy them) are included.

No game is perfect, however, and *Champions* is no exception. First, gaps in the rules force the GM to improvise. Nothing is provided for crushing damage or invisibility in combat, and gun-wielding superbeings are much too powerful. Secondly, a novice GM may go overboard on the awarding of power points, resulting in Monty Haulism. The most serious flaw, however, is the lack of a section for finanacial matters. Where does the hero get the money to buy his super-gadgets? How much money needs to be spent creating one? (Not to mention research time). Perhaps Hero Games can rectify this problem.

Despite these flaws, I heartily recommend *Champions.* The more serious gamer will undoubtedly be put off by the silliness, and not everyone has a comic-book mind. But if you like this sort of thing, *Champions* is for you! Now excuse me, the Y-men are about to have their final confrontation with Damnation's Allies in the Fortress of Doom!

The art of illustration

by John Prados

An important aspect of a game is its visual-intellectuals appearance to the gamer at the instant when the choice is made to play the game. This applies to advertising and to the physical representation of the game. Publications are full of attractive product shots, character drawings, and dramatic combat art. Game covers are the same.

But how often have you stopped to think about the use of illustration in the game itself? Not exactly the same kind of illustration as in the advertising, but at how the game is physically presented and how the rules are buttressed with examples? This kind of illustration is not frequently thought about, even though it should be a primary issue in game design. Here *Simulation Corner* presents some thoughts on questions of illustration in wargames.

First, the question of illustration can be usefully divided into two kinds of illustration, picture use and rules clarification. There is also the question of physical representation of design features in the play of the game. Each of these types of illustration merits some specific discussion. The basic question will be whether illustration in itself can be used as one of the components of game design. The short answer is that I think it can.

Let's start with the use of pictures. The first pictures that come to mind are those on the cover of the game box and the cover of the rules booklet. The cover art should reflect the content of the game and should emphasize the most interesting aspects of the game. This is somewhat different from the emphasis necessary in fantasy games, where the accent is on characters. In battle games, the covers tend to be either dramatic combat situations or portraits of great commanders of history. Photographs or old paintings are often used. When it comes to actual artwork, California gamer Rodger MacGowan, founder and first editor of *Fire & Movement,* seems to have established a virtual lock on the market (although lately with a little competition from Bill Haggart, also a Californian). MacGowan covers have appeared on games from Avalon Hill, People's War Games, OSG, GDW, and Simulations Canada. Only SPI, among the major battle-game publishers, has declined the use of Rodger's artwork, relying upon the talents of Redmond Simonsen.

While cover art is the most obvious artwork in a game, it is less and less often the *only* use of pictures in the game. Over the past several years there has been a trend toward widespread use of artwork.

Pictures initially were used to capture the dominant play ethos of a scenario and later to illustrate the type of action explained in each rule. The "monster" game *Streets of Stalingrad* by Dana Lombardy contains the nice touch of illustrating. each type of terrain on the Terrain Effects Chart with a photograph of that terrain type taken in Stalingrad. Another nice touch was pioneered by Kevin Zucker when he was at Operational Studies Group. This was the use of portraits of leaders. Kevin is now with Avalon Hill, and his breathlessly awaited *Struggle of Nations* game, on Napoleon's 1813 campaign in Germany, is a virtual portrait gallery of the military talent of the Napoleonic Age.

The ultimate use of illustration in a game is now Joe Angiolillo's *Ace of Aces.* In this design the illustration *is* the game —each picture shows a given spatial relationship of two opposing World War I aircraft, and each player chooses an aerial maneuver which leads both to a new relative position. *Ace of Aces* is a product of Nova Game Designs, a Connecticut company formed by Angiolillo

and his associates after Joe had indifferent success in freelancing designs to AH and SPI.

A second aspect of illustration is clarification in the game rules. This aspect involves both words and pictures, and also the style of rules writing. Pictures can refer a reader to the subject of a rule, but only words can detail the content of the game mechanics. Since clarity in the description of the basic concepts is always necessary, the question arises whether this need should be met by great specification in the rules or by numerous examples.

In general, as the level of specification of game rules is increased, so is the difficulty of comprehending the game system as a whole. The "case" rules format used by SPI to help in the specification of game mechanics is often objected to as overly legalistic and thus impenetrable. On the other hand, to re-specify the effects of a rule when it arises in different contexts (as I discovered when writing the original rules to *Third Reich)* is also an unsatisfactory solution to the problem. Rules should be stated clearly, only once, and with the minimum amount of additional specification. Particular game subsystems should (when possible) be made into separate rules to avoid cluttering up any given rule. The general approach to rules writing should be a combination of "case" and narrative formats: sufficiently legalistic so that rules follow a consistent logical structure, but sufficiently narrative in style so that the rules can be understood easily. The rules to SPI's new *Spies* game could be as short as they are only because they adhered strictly to this practice.

Another method of presenting clarification is by means of examples. The designer can provide as many examples as he wishes to illustrate the operation of a specific rule in play. On the surface, examples seem like a panacea — but this appearance is misleading. For starters, there is a temptation to embed the substance of rules in the examples. This, on a grand scale, was the main fault of the *Battle of the North Atlantic* game produced some years ago by the notorious Taurus Games. Such a practice makes access to the actual rules substance very difficult. Moreover, the presence of multiple examples is confusing in many cases. In addition there is the problem of anticipating every possible game situation that might require an example and then providing these examples, each one accompanied by all relevant information. In practice, examples are thus used sparingly and most game designers restrict themselves to the use of one example only to describe a particular rule or subsystem.

Beyond rules clarification is the basic question of how game mechanics will be physically represented in a game. For a game to be good it has to have well-thought-out graphics and components. Redmond Simonsen of SPI calls this "physical systems design." He maintains that there is a visual system to be designed for each game that parallels each element of a game design and allows each game function to take place in a straightforward fashion. Simonsen's designing of "physical systems" occurs after a game is designed and before it goes to the printer. But the designer is not doing his work properly in the first place if he does not think about the visual representation of the game during even the earliest design stages.
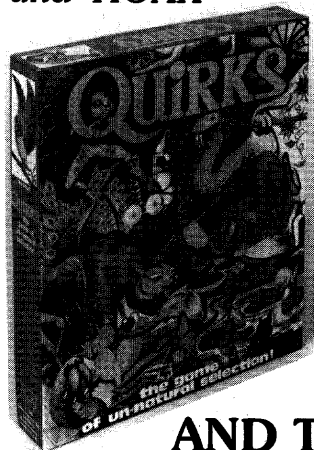
A number of important points should concern the designer. What counters will be used, and what information should be presented on each? What other game components are necessary? Would the game work better with cards or with chits? Should there be actual play money, or is the use of a marker track sufficient? Which play aids should the game have, and what should they look like? Should special capabilities or incapacities be represented by means of counters on the board? Given the mapboard, play aids, and all other game components, how much space (area) is required to play the game? Is this too much or not enough? The list could go on. Of course, the answers provided to all these questions by the game prototype will be re-examined by a prospective publisher. But this does not absolve the designer from having to think through the questions of visual presentation for himself.

Every game component should have a clear and vital use. Useless player aids or markers may make the game system more difficult to understand. They definitely make the game more expensive than it needs to be. Further, such useless components may leave a game design open to charges of trying to get by on the basis of chrome rather than content. Design choices on "physical systems" are thus an important factor in the impact of a game.

Simulation Corner has examined the use of illustration in board wargames. Our conclusion is that illustration in its various aspects not only takes the gamer by the hand and initially gets him interested in a design, but also makes it easier for the gamer to learn the system, and then finally supports the gamer in actual play of the game with "physical systems." Because the role of illustration is woven through all these stages of the game, it can and should be made the subject of conscious design decisions. To do otherwise is a failure to utilize creativity. Games that don't have something to offer just don't get played.

THE ELECTRIC EYE
COMPUTER TECHNOLOGY AND TERMINOLOGY

by Mark Herro

Survey results: The people

Several months ago, we asked readers to respond to a survey on the progress and direction of *The Electric Eye* column. The response was terrific, and we were able to compile a profile of who's reading the column. We also got a couple of surprises.

The first goal of the survey was to determine the typical reader. Of those responding to the survey, 94% were male and 6% were female. The male-dominant pattern was expected, as it generally follows the demographics of DRAGON™ magazine as a whole.

The age distribution, however, was surprising. Two-thirds of the responses were from persons under the age of 19. While this also is consistent with the magazine's readership profile, we expected a generally older group to be reading *The Electric Eye.* Only 9% were persons of college age (19-22) and 25% were over the age of 22. None of those responding were over 45.

The education level of those responding was consistent with the ages: 66% were still in high school, 25% have attended college, and 9% have done post-graduate work. Interestingly, two readers listed their age as under 15, but their education was at the college level.

As might be expected from the results cited in the above paragraphs, the majority of those responding listed "student" as their occupation . . . 71%, to be exact. The rest of the responses were evenly divided between business, professional, government (including military), engineering and technical.

The computers

Part two of the survey dealt with the computers owned and/or used by those who responded. As for the computers themselves, we received an interesting assortment of answers to the question, "What do you own or have access to?"

None: 6%	TRS-80 (pocket): 0%
Apple-II: 17%	North Star: 3%
Apple-II+: 29%	Atari (400): 9%
Apple-III: 0%	Atari (800): 11%
PET: 0%	APF: 0%
CBM: 9%	OSI: 0%
VIC: 3%	ZX80: 0%
TRS-80 (Mod. 1): 20%	Exidy: 0%
TRS-80 (Mod. 2): 3%	Heath/Zenith: 0%
TRS-80 (Mod. 3): 9%	s-100: 6%
TRS-80 (Color): 6%	Other: 20%

With a combined total of 46%, the Apple-II/Apple-II+ seems to be the computer of choice. The Radio Shack TRS-80 (Models 1, 2, and 3) rated second with 29% and the Atari 400/800 lines, with 20%, rated a respectable third, especially high considering the amount of time this product has been on the market (compared to the Apple and Radio Shack products).

A variety of computers were listed in the "other" category including single-board "elfs," IBM 370's, and just about everything else in between. Note that the percentages to this question total over 100%, meaning that several readers own or have access to more than one device. One reader said he owned an Apple-II, a TRS-80 (color), and a North Star, and had access to an Atari 800, a TRS-80 (Model 1), and a DEC PDP-11/45.

Over one third of the respondents said they have only had a computer for six months or less. A combined total of 63% have had a computer for one year or less, and only 11% responded "3 years or more." While these figures are biased in relation to the ages of the respondents, they still reflect a general lack of experience with computers.

Most readers have more than just the computer. The answers about peripherals indicated a sizable investment in equipment:

Cassettes: 60%	Modem: 11%
Mini-disks: 51%	Joystick/paddle: 51%
Big disks; 9%	Other: 23%
Printer: 49%	

The number of readers using disks was a bit startling — that high a percentage wasn't expected. The number of joysticks and paddles wasn't as surprising, given the amount of Apple-II's in the sample. The "other" category consisted primarily of add-on boards rather than equipment. The majority were Z80 cards for the Apple-II.

Money spent on retail software was another interesting statistic: Respondents have either spent a little or a lot. While 34% have spent less than $100, 20% answered more than $500, 26% between $100 and $250, and 11% between $250 and $500.

The 20% who bought more than $500 worth of software also showed upon the "How much programming do you do?" question. A total of 20% indicated that they buy almost all their software; 26% indicated that they mainly copy out of books and magazines, 34% said they do "most" of their own programming and 14% claimed to do all of their own programming.

The last part of the survey dealt with *The Electric Eye* column itself. Readers were asked to evaluate the contents of the column. On a scale from one (best) to six (worst), in six categories, we received the following averaged ratings:

Program reviews: 2.57	Program listings: 2.40
Calculator topics: 4.88	Instructional topics: 3.52
General topics: 3.77	Gaming topics: 2.65

Obviously, program listings and reviews, and gaming topics in general, were preferred over other subjects.

The most important question appeared last on the survey: What would readers like to see in the future? The response was an en masse shout of "Programs!" Over three-fourths of the responses indicated that; the next most popular response was program reviews, with "only" 43% listing that first. The entire breakdown of responses:

Programs: 77%	Electronic games: 11%
Calculator topics: 3%	Arcade games: 23%
General topics: 6%	Industry news: 20%
Program reviews: 43%	Gaming topics: 31%

These percentages total more than 100% since most respondents picked more than one category.

Program listings and reviews, and gaming topics, were expected to be popular choices, but arcade games, with 23%, was a surprise result. Calculators and general topics are clearly not that popular. Only six respondents said they had programmable calculators, and only two of them were the same brand.

The bottom line

Who is the average *Electric Eye* reader? He's a 17-year-old male high school student. He has owned a 48K Apple-II+ with a disk drive, a printer, and a joystick or a paddle set for about a year. He has spent a little over $100 on software, but he mainly either copies out of magazines or does it himself. He reads *The Electric Eye* for the program listings and reviews, but he is also interested in other facets of computer gaming.

Now that we've heard from you — and many of the returns also included comments and suggestions for the column — we will try to follow your advice. Thanks for the help.

Modern monsters

(Paladins will have some problems.)

Bullets can penetrate even the thickest personal armor, and the shock of a single high-velocity round striking a target can kill (DM: Apply this rule for zero-level characters — party men-at-arms, bystanders in the modern setting, and the like, and for party beasts of burden, such as mules). To match the awesome punch of modern weaponry you need magic; magic items so that each party member has some magical defense or attack, and a high-level magic-user or two for the heavy gunning. Coordinating actions so as to maximize a party's "punch" (first-round damage inflicted) is necessary; teamwork is a must.

Protection From Normal Missiles will be useful against the smaller stuff; *Wall of iron* and *Wall of Stone* will provide protection against small arms fire, but will shatter under the force of artillery or tank projectiles and explosions equal to the cumulative force of 12 grenades, doing 1-10 points of shrapnel damage to all within 2" (save vs. "Other" equals no damage). A *Wall of Force* will of course provide protection from all missiles and weapon effects, even something as large as an aerial bomb or a heavy tank or artillery shell. Explosions of sufficient force may destroy the *Wall,* however.

If you can prepare before your trip, take scrolls of these along, plus potions of *Haste* and — especially — *Extra-Healing.* They will be needed. Ideally, the non-spellcasters should have a *Ring of Spell Storing* or two among them.

Relevant here is the comment made in an earlier article in this magazine about a magic-user blithely standing in a hail of fire casting *Lightning Bolts* as though "he were some sort of armored tank."[9] That's essentially what spell casters are going to have to do, somehow. The magic-user (preferably with the rest of the party, including several other similarly employed spell casters) prepares a spell behind the protection of a cube- or dome-shaped *Wall of Force* (or *Prismatic Sphere),* and when the protection ends, lets fly with as heavy an attack as he can muster. Note that his targets aren't very stupid, and survivors (if any) will head for the hills the next time such a wall springs into existence and this funny-looking guy in the robes starts chanting and gesturing and brandishing material components. Trained opponents (police SWAT teams, military, and the like) will probably throw as heavy an attack as *they* can muster at the spellcaster and his friends the moment their defenses are down. The party may well decide to vary their tactics a bit.

Tanks are impervious to anything short of a *Disintegrate* spell. They are best fought by killing the crew or forcing them to abandon the vehicle (that is, if you discover in time that this metal monster *has* a crew). *Heat Metal* and *Lightning Bolt* attacks are best for this, although the ultimate is a *Fireball* cast in through a gunport, open turret top, etc. Go for the weakest part of the opponent, always: the crew, through the chinks in the armor. Crowds of people can often be defeated by a single *Blade Barrier* or *Reverse Gravity.* As for all extended expeditions, lay in a stock of curative spells and scrolls; your DM will ensure that they're needed.

Weaponry

One can spend lifetimes merely listing modern weaponry, and accordingly this article only contains a very basic weapons table. This is designed to be used in addition to the *Sixguns & Sorcery* table (DMG, p. 113), and contains representative listings of weapon types. A few comparative examples of specific weapon models are given to facilitate extrapolation for weapon types not covered here, or for more detailed combat. A deliberate attempt has been made both to retain the simple, uncluttered combat system of the AD&D rules and to scale things down so as not to stretch game balance too far.

For example, the ".50 aircraft machine gun" (cannon) listed on the table sticks out like a sore thumb; its range and fire rate look a little high. They aren't; I've scaled the latter down by a factor of nearly 100! The rationale for this is that any single target creature will be in the gun sights of an aircraft for only an instant as it strafes, and thus only 20 projectiles have any chance of hitting (if you balk at rolling 20 "to hit" dice, tough! Go back to the broadswords!). The real reason is that game balance is stretched even at permitting 20 rounds; allow half of them at -1 if you prefer.

I'm sorry if the machine gun is such a fearsome weapon, but I've scaled the darn thing down as much as I can. If you want to be harshly realistic, increase the fire rate to 400-500 projectiles a round. AD&D characters won't have a chance. I could even have made the "to hit" accuracy much higher; any fool can cut across a target at waist level so as to hit it — and characters lying prone for cover can't close to fight or cast spells all that well

For the purposes of hitting only, modern weapons such as artillery, tanks and aircraft are considered to be equal to an 11th-level fighter *(stop* chuckling…). Note that weapon ranges in this table are modified for game balance. Modern game rules will give more accurate ranges.[10] Use "Other Shoulder Arms" (DMG, p. 113) for modern rifles and carbines, modifying range, damage, and rate of fire as necessary.

Each DM must decide on how to best simulate modern weaponry in AD&D terms. In cases where rapid combat determinations are required, handle artillery (including howitzers, long-range guns, tanks, aerial-drop bombs, and missiles such as anti-tank and air-to-surface) as doing 6-36 points of shrapnel/shock damage with grenade (see below) side effects. Any direct hit by a high-velocity shell will vaporize the target creature, literally blowing it to smithereens, forever gone —- or, if a save (vs. "Other") is made, will do double damage. Some limpet mine or shaped-charge explosives will also have this effect. Characters may be thrown 1-4" by the blast.

Artillery starts firing at never better than -5 due to firing from instructions, rather than from direct sight. In rare cases where artillery is firing over open sights, it is too close to the target to have a better chance of hitting. Successive shots will fire at 1 better "to hit" until -2 is reached. Heavy armored vehicles such as tanks fire at -2 due to poor visibility, unless they are using infrared viewing systems. Particulars of most modern fighting vehicles can be extrapolated from the information given, with perhaps the aid of a current *Jane's* book.

TSR's TOP SECRET game contains two tables of use to the DM handling vehicle-related combat situations. Use of the *Path Obstructions Table* will cover the use of spells, flasks of oil, caltrops,

etc., to delay pursuit. Note: Some armored cars are designed to run even after the tires have been damaged by caltrops, mines, or gunfire. Eventually, the DM will probably find the *Explosive Use Against Stationary Vehicles* table necessary. Add 25% to the die roll for *fireballs, Lightning Bolts,* and other incendiary spells.

For the examination and possible understanding of modern weaponry by AD&D characters, use the charts given on pages 20 and 21 of module S3. Clarke's Axiom ("Any sufficiently advanced technology is indistinguishable from magic") applies. It is suggested that the DM decide on the expertise of AD&D characters with modern weapons following the suggestions under "Gun Accuracy" (in the conversion table on page 112, DMG) and "Artifacts" (DMG, p. 114).

If the party should gain control of something too powerful for your liking (such as a main battle tank), simply tell them that it's far too complex to learn how to operate unless they can *Speak With Dead* with the *entire* crew for a week or two, and are willing to practice (hopefully without attracting too much attention). If they persist, let them kill themselves — it won't be difficult! For large-scale tank actions, the reader is referred to a wargaming book such as

Battles With Model Tanks by Donald Featherstone and Keith Robertson (London, Macdonald and James, 1979).

DMs should give forethought to the possibility of firearms and explosives being brought back to the "normal" AD&D world by fortunate characters. Will the stuff still work? Can it be duplicated by an alchemist and/or smith? Should some exotic (and rare) substance (such as jeweler's rouge, in Roger Zelazny's Amber novels) of the modern setting serve as the only combustible substance in the AD&D setting? Decisions must be made.

As an alternative to the weapons table given herein, TOP SECRET combat tables can be modified to suit (not advised unless one enjoys juggling figures) or adapt favorite miniatures rules. Note that TOP SECRET fire rates must be drastically scaled down to prevent one policeman with weapons in hand calmly pumping 50 or 60 shots into the hapless AD&D adventurers charging at him.

Additional notes on the weapons listed on the table:

9mm or .45 automatic — This is the magazine-loading, self-ejecting, semi-automatic modern handgun seen in most armies (and all spy movies). Magazine sizes ("Supply" column on the table) vary with type as follows — 7 shots: Walther PPK, Colt Government, Beretta,

Browning 1910 and Cougar. 8 shots: Luger, Walther P38, Mauser Model Hsc. One model, the Browning Hi-Power, has a 13-shot magazine. The weight given is an average.

.357 or .38 revolver— Revolvers of this type include all spun-cylinder, manually loaded "western" revolvers, from the .38 snub-nose Police Special and the infamous .357 Magnum to the Colt Peacemaker. British military officers' sidearms manufactured by Smith & Wesson and Webley also fall into this category, as do most police sidearms. All are 6-shot models. The average weight is 20 gp; the 15 gp model is the snub-nose and the 26 gp weight is for the Magnum.

Submachine gun — Hand-held weapons such as the Thompson "tommy gun," M3 "grease gun," Sten gun, etc. These can be fired one-handed, at a cumulative "to hit" penalty of -1 per bullet. Supply varies by type. Some magazine sizes: Thompson, 20 or 50; M3, 30; UZI, 25, 32, or 40; Sterling MK-4, 32. Increase range modifiers to S +4, M +2, L -1 if fire traversed across target. Weight also varies by type (refer to TOP SECRET rules or a gun collector's catalog).

Machine gun — This is the light, tripod type of which the 7.62mm is a standard. It has a 2-man crew, but can be operated by 1 man (taking 1 full round to reload). May be belt-fed or by clip (supply varies

ADDITIONAL WEAPONS TABLE

Weapon	Damage[1] S or M	Damage[1] L	Fire rate[2]	Supply[3]	Reloading time[4]	Range S	Range M	Range L	Range modifier[5] S	Range modifier[5] M	Range modifier[5] L	Encumbrance[6]
9mm or .45 automatic	1-8	1-6	4	7 or 8	¼	6	12	18	+3	+1	0	20
.357 or .38 revolver	1-8	1-6	4	6	1	6	12	18	+3	+1	0	15-26
Submachine gun	2-8	2-8	20	20-50	¼	7	15	20	+2	0	-1	60-90
Machine gun	2-8	2-12	20	20-50	¼	11	19	35	+2	+1	0	200-400
.50 aircraft machine gun	2-12	3-18	20	Varies	-	200	1000	2500	0	-2	-5	-
Flamethrower	2-12	2-12	1	500	3-6	1	4	9	+4	+1	0	100-800 empty/full
Bazooka	5-30	4-36	1		1	10	30	120	0	-1	-3	Varies
Mortar, light	4-36	3-24	25		0	8-60	110	150	-2	-6	-7	300-500
Mortar, med.	5-40	4-36	15		0	15-150	500	980	-1	-5	-8	1050 (assembled)
Mortar, heavy	6-48	5-40	10		0	34-250	700	1200	-3	-4	-8	6000 (assembled)
Grenade	4-10	4-10	1	-	-	2	6	10	0	-2	-5	22
Spear gun	2-12	2-12	1		1	3	5	8	0	-2	-5	50 w/o projectile
Dart gun	1-4	1-2	4	Varies	1	1½	2½	4	0	-2	-5	15-20
Blow gun	1	1	3		0	1	1½	2	0	-2	-5	25
Bola(s)	1-6	1-4	1	-	-	1	2	3	-1	-3	-6	Varies
Boomerang	1-6	1-3	2	-	-	1	2	3	0	-2	-5	5
Garrote	1-4	1-2	1	-	-	½	1	-	-	-	-	2
Whip	1-4	1-2	1	-	-	½	1	1½	-	-	-	5
Whip, Drovers'	1-8	1-6	1	-	-	½	1½	2½	-	-	-	25+

Notes on table:

[1] — Per projectile (multiple attacks often possible per round; see "Fire rate"). S, M, L refer to size of target creature.

[2] — Attacks per round (scaled down for AD&D purposes; not always true-to-life).

[3] — Attacks possible (rounds that can be fired before reloading).

[4] — In rounds.

[5] — Don't forget to also apply Hit Determination Modifiers from the table on page 112 of the DMG. Ranges are *up to* the number given (save for mortars; see text). The number given represents units of ten feet. S = short, M = medium, L = long.

[6] — In gold pieces.

by type). Note that some modern sniper rifles will approach the range of this weapon. Increase range modifiers to S +4, M +2, L 0 if fire traversed *across* target.

.50 aircraft machine gun — A bit much, eh? (See foregoing text for why it was included.) A hit from this will throw a character ten to fifteen feet and necessitate a system shock survival roll. Supply varies by type, and is usually upwards of 2,000 rounds (for game purposes, an infinite supply or a predetermined number of strafing runs). Note that the best air-to-ground combat craft is a helicopter gunship, and this can hover and fire, increasing the listed fire rate by putting more projectiles on the target,

Flamethrower — This is the man-pack model; the fuel is carried on a backpack canister. A hit on this canister, even if it is only partially full, will cause an explosion doing 8-64 points of damage (4-32 if save is made) to all within 1" and will destroy the weapon. To determine the reloading time, roll d6 or modify, taking into account dexterity, familiarity with weapon, damage to weapon, visibility, etc. Remember that this weapon will do little or no damage to fire-resistant monsters in the AD&D setting.

Bazooka (and anti-tank missiles) — This listing represents an average infantry anti-tank weapon. Some specific models follow. A "direct hit" (roll of 20) will vaporize any creature as discussed above under "Weaponry," and will hurl any survivors within 1" off their feet, tossing them 1-4" away. (All gear carried will have to make item saving throws.)

Passengers and crew within armored vehicles hit by a bazooka must save (vs. "Other") or take full weapon (shrapnel) damage. The modern NATO Carl Gustav recoilless gun has a 2-man crew, fires 6 times a round, and can penetrate up to 15¾ inches of armor. It fires anti-tank missiles up to 210", HEAT to 150", HE and smoke to 300", and flares up to 600". The more infamous World War II-era models include the PIAT (S 7, M 15, L 30) which could penetrate up to 4 inches of armor, the bazooka (S 14 M 30 L 120), later replaced by the more powerful super-bazooka and the German "stove-pipe" and its replacement, the one-shot, disposable Panzerfaust, which could penetrate 7" of armor. As an example of the weight of a modern Bazooka-type weapon, the M67 LAW (expendable rocket launcher), successor to the super-bazooka, weighs in at 28 gp, and its rocket projectile also weighs 28 gp.

Modern guided infantry anti-tank missiles (such as the U. S. Army *Dragon)* will destroy any armor with a direct hit of 20, vaporize any creature as discussed in the text, and hurl survivors 1-4" (system shock survival rolls apply). Guiding (by control wire or radio) takes time, and so these missiles have a minimum range (82%") as well as a maximum range (426"). They are -4 to hit at S, 0 at M, and +2 at L by reason of this visual guidance. There are scores of such weapons available; interested DMs should check out a current *Jane's Weapon Systems* or similar reference.

Mortar (light, medium, heavy) — Mortars are essentially area weapons, hav-

ing terrible accuracy when used against a point target (such as an individual or small group of characters), and the range modifiers reflect this. (The average error for mortar aiming is 1% of the range at which it is firing.) Mortars have a minimum range due to the limited range of elevations; bombs fly up into the air and take 30 to 45 seconds to come down to earth. Reloading times are given as zero because they are incorporated into the scaled-down fire rate; to reload a mortar, one merely drops the projectile into the open maw of the barrel anyway. Heavy mortars can penetrate all vehicular armor, but aren't very portable. Light mortars can be packed (and operated) by one man.

Some typical mortars: Granatwerfer 34 (the standard German WWII mortar) fires 10 times per round, maximum range of 822"; U.S. 81 mm MI fires 18 times per round, max. range 984"; light 50mm WWII infantry mortar (all major combatants had similar versions of this) fires 30 times per round, max. range 135" to 162" (depending on type).

Changing targets takes ½ round. Firing at a moving target, or firing through smoke, dust, or snow both cause a cumulative "to hit" modifier of -1.

Grenade (plus other explosive missiles) — This weapon has nasty side-effects, as described in module S3, p. 24. 'These are quoted hereafter: The stated damage on the table is dealt to all creatures within 1" (save for half, damage). All within this blast radius are stunned for 1-4 rounds and deafened for 1-4 turns. Creatures within a 2" radius are

stunned for 1 round and deafened for 1-4 rounds. If detonated within a container, all within 2" will suffer 0-9 additional points of damage from shrapnel (roll d10, a roll of 0 meaning no shrapnel hit).

Other grenade-like missiles consist of hurled or projected canisters of smoke (for concealment), tear gas (effects equal to a *Stinking Cloud),* napalm (burns for 4 rounds: 2-12/2-8/2-8/1-6, and water won't extinguish), gelignite, nitroglycerine, and other blasting explosives, which can for game purposes be considered to do 6-36 damage plus system shock to all within 2" (save equals half damage, no system shock). Molotovs and incendiaries are equivalent to the familiar AD&D "oil pot."

Spear gun —This weapon uses a mechanical (i.e., spring), compressed-gas, or explosive charge to propel a thin metal rod at a target. The rod or projectile may have a variety of heads, including arrowheads, poisoned or sleep-drugged points, and explosive tips. The weapon will function underwater, and is typically connected to a projectile by a wire line (of up to 12" in length). The statistics given are for a heavy-duty weapon; a lighter sporting piece will do l-6 points damage, and has ranges of S 2, M 4, L 6.

Dart gun — These weapons typically fire from 1-4 projectiles, but different designs may fire only 1 dart before requiring reloading, or fire a "clip" of up to 9 or even a dozen darts. Such darts have a low penetrative power, and will be turned aside by metal plate (e.g., plate mail). They are usually drugged or poisoned, such poison causing unconsciousness or death.

Bola — This weapon consists of 2 or more balls (of iron, carved wood, or stone) attached by lengths of rope or cord. Its weight therefore varies depending upon how many stones there are (such stones typically weigh 3-5 gp each). When thrown, it causes impact damage plus possible entanglement of the target creature. This chance of entanglement is 80% for S-sized creatures, 60% for M-sized creatures, and 40% for L-sized creatures, modified by +5% for every point of the target's dexterity above 15. Non-avian entangled creatures of all sizes will be able to free themselves in 1-4 rounds. The DM must decide the precise nature of the entanglement in accordance with the prevailing situation and the creatures involved.

Boomerang — Made of wood, ivory, or metal, typically 3-4 feet in length, this throwing weapon is aerodynamically shaped. This shape usually includes a body curve and twist of the body's surfaces. It will *not* return to the thrower; only light, relatively harmless types of boomerangs (doing 1 HP damage plus possible stun if target has less than 1/2 hit dice) will do that — and then only if they miss their target. When using this type of

boomerang, the thrower must concentrate on the returning weapon to catch or avoid being hit by it, and cannot engage in spell casting or other activities while employing it. (It is suggested that all classes be allowed to use boomerangs.)

Garrote — This thieves' and assassins' weapon is absent from the Players Handbook. Although a belt or a length of rope may serve in a pinch, the garrote is typically a length of waxed cord or (in modern times) wire. Most slings will serve admirably as garrotes. A garrote causes constriction damage per round and brings death by strangulation in 3-6 rounds unless cut or loosened. Note that against neckless creatures, where a needed supply of air cannot be constricted, a garrote is useless, doing no damage. Striking from behind allows "to hit" and damage bonuses (PH, p. 27). Distances shown are for normal-sized character vs. normal-sized victim. Reach and strength play a part. It is suggested only strengths of 18+ be used to increase damage (1 HP more per 10 percentile, points of strength, disregarding points left over), and that for every 2 points of strength (again, disregarding fractions) the victim is stronger than the attacker, damage done is decreased by 1 point.

Note that garrotes may be easily concealed in, or as part of, clothing. It is suggested that magic-users be allowed to learn proficiency in the use of a garrote (employing the waistcord of their robes for this purpose).

Whip (including Drover's) — Whips vary in size and damage. Statistics given are for a small, single-strand type, 5 feet or less in length. More elaborate specimens may have multiple ends, and these may be salted (soaked in brine) or braided around metal spikes, stones, or pieces of glass. These variant weapons will do additional (+1) damage.

Drover's whips are much longer and heavier weapons, typically of braided, tanned animal hide which has been varnished or tarred, and sometimes exceeding 20 feet in length. Carried coiled on the shoulder, they are thrown from this position, and are thus aided by a height advantage over the opponent (e.g., attacker on horseback or atop wagon, target on foot). A strength of 15 or greater is required to wield this weapon, and once thrown, it cannot be lashed back and forth, but must be pulled in and recoiled for another throw (a process which takes 1 round).

Poisons: Spear guns, dart guns, and blow guns may all use poisoned projectiles. Refer to p. 20 of the DMG for poison types: Insinuative Type A is the most common, followed by a "sleep" drug causing unconsciousness for 1-8 turns.

Notes

1 — AD&D characters, like everyone else, acquire souvenirs and momentoes

of their adventures, ranging from awesome artifacts to useless bric-a-brac. These are "Wonders." Tales of derring-do, quaint customs and folklore, and sordid accounts of personal adventures "Marvels." Most professional adventurers pride themselves on their collections of Marvels and Wonders. (Thanks to writer Alexei Panshin, who used Marvels and Wonders as the basis of a most interesting game in the third Villiers book, *Masque World,* an Ace paperback.)

2 — However, modern technological artifacts and weaponry need not work in the fantasy setting, at the DM's option.

3 — See the AD&D *Rogues Gallery,* pp. 28-29, for an encounter table of zero-level characters with some above-average characteristics.

4 — *See C. S.* Lewis's *Narnia* series and P. J. Farmer's *World of Tiers* series.

5 — An interesting alternate world would be one in which magic is commonplace and handled as a business (such as in Poul Anderson's *Operation Chaos,* Robert Heinlein's *Magic, Inc.,* or Randall Garrett's *Lord Darcy* stories). Unwitting parties could well run afoul of local union rules and the like.

6 — Museums and libraries may prove to be a source of new spells, perhaps ones devised by long-dead magic users or earlier visitors from other planes.

7 — Illusionists really come into their own here. Comic readers and radio buffs will recall Dr. Strange's, Professor Xavier's, and the Shadow's neat trick of clouding the minds of those around into not seeing the hero, forgetting they saw him, or not seeing him as he really is. Refer to the "Magic in the modern world" section of this article for the effectiveness of magical illusions on modern men,

8 — From Jim Ward's article in issue #15 of DRAGON Magazine, *Monty And The German High Command.* Bazookas and panzerfausts can knock out storm giants, according to this. Um, storm giants tossing boulders, it says. Maybe they were some other species mistakenly identified in the heat of battle.

9 — From *Keeping The Magic-User In His Place,* by Ronald Pehr, in issue #24 of DRAGON Magazine.

10 — To somewhat pacify purists, here are more realistic ranges for some often-used weapons: 9mm and .38 handguns, S 10 M 25 L 80; Lee Enfield, S 50 M 200 L 500; Submachine gun, S 16 M 40 L 100. See the shift in power? The DM should settle on ranges and rates of fire that best balance his or her own campaign. Note that some weapons, ranges (e.g., the grenade and boomerang) are markedly increased for characters with exceptional or magically augmented strength.

Convention schedule

DRAGON QUEST I, Jan. 30 — An AD&D™ tournament to be held at Mt. Hood Community College in Gresham, Ore., sponsored by the Excalibur Gamers' Association. Pre-registration fee is $3, admission is $5 at the door. Interested persons should call Errol Farstad at (503) 252-7319 as soon as possible, since the size of the tournament is limited.

GEN CON® SOUTH, Feb. 5-7 — The Cowford Dragoons and TSR Hobbies, Inc. again sponsor this convention at the Jacksonville Beach (Fla.) Convention Center. For more information: GEN CON® South, P.O. Box 16371, Jacksonville FL 32216.

VIKING CON III, Feb. 5-7 —Author Poul Anderson is the guest speaker for this weekend of SF, fantasy, horror, comic books and games (AD&D™ games, *Traveller™*). The convention, at the Billingham, Wash. Holiday Inn, is sponsored by the SF and Fantasy Club of Western Washington University. For more information, write: Mark Cecil, Viking Union Building, Western Washington University, Billingham WA 98225.

DUNDRACON VI, Feb. 13-15 — The famed Dunfrey Hotel in San Mateo, Cal. is the site of this convention, which features SF and fantasy role-playing games. For more information, write: DundraCon VI, 386 Alcatraz Ave., Oakland CA 94618.

MAINECON '82, Feb. 12-14 — All types of gaming events are planned for the next running of this annual convention, to be held in Portland, Maine. Persons interested in more information should contact John Wheeler, Mainecon '82 director, 245 Water St., Bath ME 04530.

ORCCON 1982, Feb. 13-15 — Southern California's largest strategy game convention and exposition. To be held at the Sheraton-Anaheim Hotel, next to Disneyland in Anaheim, Calif. Wargames, fantasy games, SF games, and family game tournaments will be featured, along with industry exhibitors and many special events. Admission is $11 in advance (deadline Jan. 23) for all three days, $12 at the door for three days, or $8 at the door for one day only. Further information is available from OrcCon, P.O. Box 2577, Anaheim CA 92804.

FANTASYLAIR'82, March 13-14 — Ponca City, Okla. is 2 hours from Wichita, Oklahoma City, and Tulsa, and 6 hours from Dallas and K.C., according to the sponsors of this event, the Oklahoma Dungeoneers. Continuous gaming of all types, and a "Monster Mash" ball Saturday night will be open to the first 1,000 people. Admission is $4/day for members, $6/day for non-members, and $10/day after Feb. 1. Write: Northern Oklahoma Dungeoneers, P.O. Box 241, Ponca City OK 74602.

SPRING REVEL, April 3-4 — More fun from TSR Hobbies, including all of our—and your—favorite games, food, etc. Just find the American Legion Hall, 735 Henry St., Lake Geneva, Wis. or write: Spring Revel, P.O. Box 756, Lake Geneva WI 53147. Admission: $3 for the weekend, $2 per day.

CONTRETEMPS, April 23-25 — A science-fiction convention to be held in Omaha, Neb. Further information is available by writing to: Ship to Shore, P.O. Box 12373, Omaha NE 68112.

MARCON XVII, April 30-May 2 — The University Hilton Inn, 3110 Olentangy River Road, in Columbus, Ohio, is the site of this convention, which features guest of honor Hal Clement. Admission: $12.50 through April 1, $15 at the door. More information: Marcon XVII, P.O. Box 2583, Columbus OH 43216.

DRAGON MIRTH

RIGHTHÄNDS

'NEXT TIME YOU THROW A PARALYSIS SPELL AT A PASSING ROC, WAIT 'TIL AFTER IT'S GONE OVERHEAD.'

'WHAT MAKES YOU THINK THAT SHIELD YOU FOUND IS CURSED?'

WHAT'S NEW!

— WITH PHIL AND DIXIE!

HOWDY FOLKS! THIS MONTH WE'RE GOING TO TALK ABOUT A 'PERENNIAL PROBLEM' IN D&D, AND THAT IS THE COSTUME DESIGNS (OR RATHER, LACK OF SAME) FOR FEMALE CHARACTERS.

C'MON OUT, DIXIE!

NO!

COME **ON** DIXIE, THIS WAS YOUR IDEA.

Foglio-81

YES, BUT THIS WASN'T WHAT I HAD IN MIND AT THE TIME.

HERE WE HAVE THE TRADITIONAL FEMALE D&D COSTUME. NOW ALTHO IT **DOES** OFFER FLEXIBILITY AND EASE OF MOVEMENT, IT HAS THE OBVIOUS **DIS**-ADVANTAGE OF...

...OF I'M FREEZING TO DEATH!

...I WAS **THINKING** OF VULNERABILITY TO ATTACK.

ANOTHER PROBLEM IS THAT OF **DISTRACTION**. A HEALTHY FEMALE, SO ATTIRED CAN CAUSE WIZARDS TO MISCAST A SPELL, MONKS TO FORGET THEIR VOWS, AND THIEVES TO START PICKING THEIR OWN POCKETS, MERELY BY BREATHING DEEPLY. HERE'S HOW TO CORRECTLY OUT-FIT YOUR FEMALE PLAYERS AND AVOID DISASTER!

START WITH SENSIBLE GARMENTS OF CLOTH AND LEATHER. REMEMBER THAT A TYPICAL FIGHTER'S ABILITY TO CONCENTRATE IS INVERSELY PROPORTIONATE TO THE AMOUNT OF FEMALE SKIN ON DISPLAY NEAR-BY!

IT'LL ALSO KEEP HER FROM CATCHING PNEUMONIA!

NOW ADD A MINIMUM OF ARMOR, (TO PRESERVE THAT FREEDOM OF MOVEMENT) YOUR CHOICE OF WEAPON, AND THERE YOU ARE: PRACTICAL BUT STILL FULLY AS FEMININE AS THE CHAIN-MAIL BIKINI!

WELL DIXIE? WASN'T THAT WORTH GOING THRU A LITTLE CHEESE-CAKE?

HUH?

SURE! WHICH IS WHY I **KNOW** YOU WON'T MIND NOW THAT IT'S YOUR TURN!

AND NOW HERE WE HAVE A DEMONSTRATION OF THE PRACTICALITY OF THE TRADITIONAL **MALE** D&D COSTUME, IN ACTUAL **COMBAT** CONDITIONS!

SSSH!

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